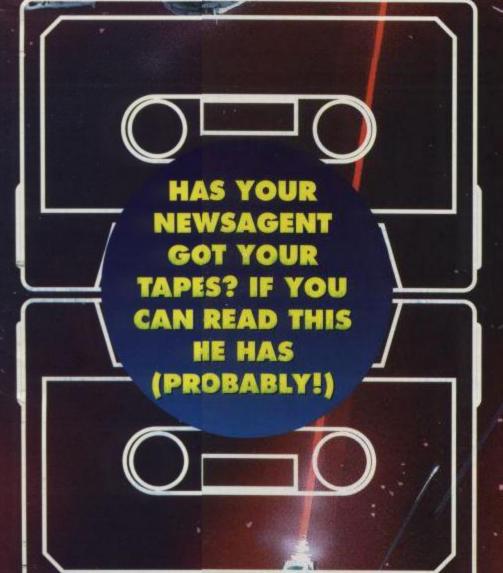
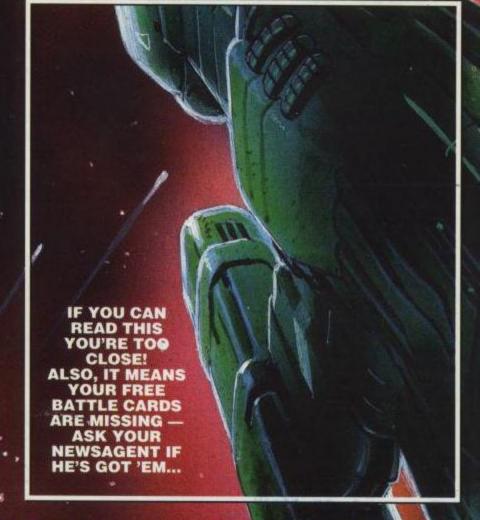


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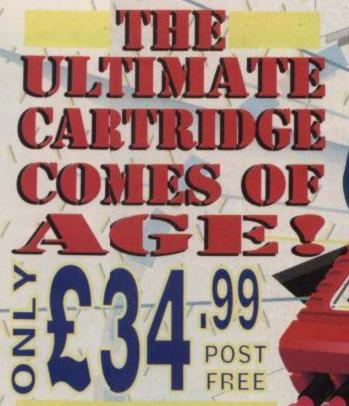


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high scores, etc. Great fun!!

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COMMODORE

ISSUE 3

MARCH 1993





14

RAVE REVIEW OF THE MONTH

We go ga-ga over Grandslam's great golf game.



TET TO

MIGHTY BRIAN

Meet Brian Strain, a technical hack

— who says he doesn't own an anorak!

WHAT'S
HAPPENING?
We take you on a journey
through Avalon, introduce
you to a weird and almost-

wonderful joystick, and send you back

REEL ACTION
Classic covertape
killers! The very best in
freebies.

to school!

28

THE TIPSTER
The ONLY full-colour
tips section in any C64
magazine.

BRAINS
COMMODORE FORCE's
big beserker proves
he's not a tone-deaf toe-

rag by reviewing a game about The Beatles (or something).



FETTING SEE GAMES DE

BATTLECARDS!

Still wondering what that pack of doobrie-wotsits stuck to the front of your magazine's for? We meet

ace games designer and Battlecards inventor Steve Jackson!

SHOOT TO THRILL

The very best in horizontal and vertical-

The very best in horizontal and the service of the

scrolling shoot-'emup action! If you're big on blasters, you'd be mad to miss it. PERF Yet mor

POSTER PERFECTION

Yet more marvellous Oli Frey artwork to grace your walls — you'll soon have your very own gallery!



CRAZY COMPETITIONS

Christmas comes but once a year, but at COMMODORE FORCE we don't throw out our craz compos with the turkey bones! Check out page 17 for a startling *Nick Faldo* competition and page 54 for an exciting Seymour spectacular!

This is the column that you lot write, and that old twerp with the bag ruins...

PUBLIC

Remi Ebus is back with codles and oodles of dazzling

demo disks. You'll really believe that a C64 can fly...

FORCEFIELD

A great way to spend that Christnas dosh -

remember, we can get you ANY game that isn't deleted.

More of the same, with lcads more rave reviews, really

cracking covertapes and wicked terrific tips!

DALEK ATTACK

NICK FALDO'S GOLF 14 SCEPTRE OF BAGHDAD

45 SUPERSTAR SEYMOUR 50

UGH!

40 WILD WEST SEYMOUR 42

WRESTLING SUPERSTARS

49

46

Another epic pair of cranium-crushing covertapes! There's ace racer Overlander, Arkanoid-clone Batty and Saboteur 2 — which contains just about every other game-style! Except adventures, which are represented by Shards Of Inovar...





Great driver hat'll have you burning rubbr 'till way past midnight!

BATTY

The first and arguably bes Arkanoid clone - it'll drive you... no, we're not going to do i - that gag's too sad even for us!



SABOTEUR 2

Another amazing game, this time a platformy-arcade-adventury-shoot-'em-up-cumbeat-'em-up! Well they say variety is the spice of life...



Epic adventure from the almost-legendary Clive Wilson! Gripping graphics and polished plot make for an ace adventure...

COMMODORE

is Britain's biggest C64 mag — created by:
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Printed in the UK by BPCC Business Magazines (East Kilbride)

Distributed by COMAG ISSN 0967 476X
COVER BY
Oli 'Carravaggio' Frey



I'm as mad as a monstrously mental March Hare this month, readers, Spring has sprung, the sun is shining, my goatie beard has made a belated (bleated?) come-back and the C64 scene is, well, if not as buoyant as ever, then certainly still thriving!

Commodore finally bundled the curvaceous C64 with a disk drive just before Xmas, and put it on sale for the very reasonable price of just £150 (while stocks last...). Praise be! For now our little 8-bit buddy is finally set to give the 8-bit consoles a real run for their money. I wonder just how many C64 packs *did* sell last Christmas?

On the software front things are looking up, too. We're still waiting for a finished version of Lemmings to arrive, but our friends at Alter **Developments in Holland assure it** won't be much longer. Here's hoping!

Meanwhile, life goes on in the Commodore Force office. lan's hyperventillating at the prospect of his girlfriend moving in with him (she must be madder than me!), Chris is as chuffed as a very chuffed person indeed to be receiving more tips per week than Corky did in the whole time he was here, and Miles... what can I say? He's still as nutty as a squirrels doings only his hair's a bit cleaner. In fact, he's lumbering around looking like an extra from a Silvikrin advert!

Ah well, on with the issue. I think I'll retire to my little rubber room for a while now and leave the rest of the team to it. It's nice and quiet in there, and there's no danger of those nasty purple fribble querts popping up up and awaaay, in my beautiful brass aquarium... (normal service will be resumed as soon as the Sunny Daze Sanitorium deem it wise!)

West Bishes,

Steve

Iternative Software (in conjunction with the BBC) have released an educational package based on the TV show Playdays, aimed at the 3-to-8 age group. The game include several programs designed to tax the very vista of your child's intellect.

You're led through the game by one of the Playdays characters, who gives instructions as you go. There are thirteen sections in all, from the headsdown slog of the spelling and counting tests to the fun, Fun, FUN of Treasure Hunt and Snap. Also included in the packaging are some notes for parents. a set of words-and-pictures

matchcards and a preview copy of Aunty Beeb's **Playdays** magazine.

Graphics are basic and blocky, but nevertheless colourful and friendly. A strange quirk though-

in the spelling games, rather than typing in the words via the keyboard the letters must be highlighted on screen using the joystick. How novel!

magine a role-playing game that really let you immerse yourself in it's world... one where you can do virtually anything you like and not just battle your way through pre-stocke

dungeons or solve readymade mysteries... one in which several other people played simultaneously, so you're not just playing against the computer. well imagine no more, 'cos Avalon is here!

Set in the dark ages, Avalon has no scenario as such. You play a citizen of

could do t don't expect

it to turn the kids into nuclear scientists overnight (but it plays a mean game of Noughts



WHICH GAMES DID THE COMMODORE FORCE TEAM USE AS **EXCUSES FOR MISSING THEIR DEADLINES THIS MONTH?**

STEVE SHIELDS

At last! One of my all-time favourite C64 games has just been bettered. Having played US Gold's Leaderboard for the best part of a decade, I was nearly doing back-flips over Grandslam's Nick Faldo. Slick, quick and accurate — you won't get peed off after you've teed off, and that's FOURI sure...

IAN OSBORNE

There's no doubt about it — the cream of this month's crop has to be Nick Faldo's Golf. This corker could hold it's own in any company, though as it happens it didn't have much competition — everything else has either been a massive disappointment

or not as good as it should've been!



VIEW S

BEAT 'EM,

one of three cities, each with it's own politics and culture — as in real life, where you go from here is entirely up to you. You can join one of the great guilds and learn a trade, make your fortune as a merchart, or indulge yourself in one of the many quests on offer — Avalon is steeped in mythology, and there's plenty to excite the would-be adventurer!

Avalon is playable via a modem at two sites. London and Sheffield, and can be contacted on:

071 928 0808 and 0742 671 671 respectively. New callers receive five hours free playing time.

Those without modems can go to the London offices and play on directlyconnected terminals.

For further information contact: Avalon Europe Limited, The West Wing, 5-11 Lavington Street, London SE1 0NZ or phone 071 928 2956.

MILES GUTTERY

• If you like to be seen on the green but don't want to travel a 'fair way' (geddit) there's nowt better than Nick Faldo's Championship Golf to tee off with. Other than that, Stuntman Seymour from the Superstar Seymour compilation was ratther chuffsome. Take your pick!

CHRIS HAYWARD

Having waded through 50 shoot-'emups this month, my eyes can no longer focus on the world around me. Not thatt it's a bad thing, as I discovered some true classics calong the way. Armalyte aand Salamander rate as; two of the all-time best - rmy fevered fingers havee never had so much joystickk satisfaction.

YES, IT'S TRUE!

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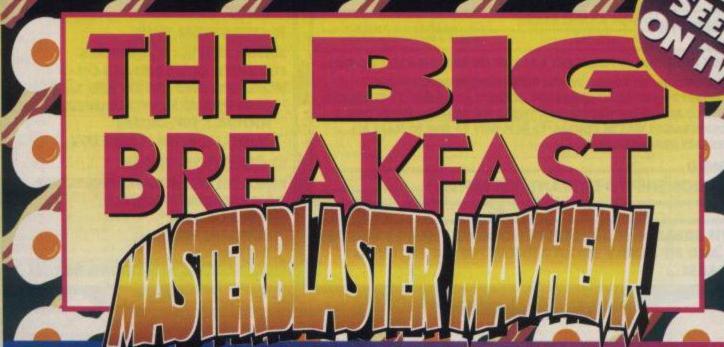
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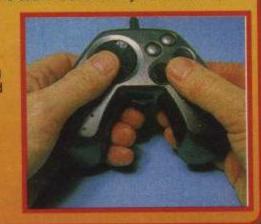


ow we've seen everything! Joysticks that look like tortoises, hand grenades, bugs, handlebars; you name it, we've seen it. Now Cheetah have surpassed themselves in creating a stick that looks like a boomerang, but would it come back if you threw it? And would you want it to anyway? Bollistick is a curious name for the device, as it's

actually driven by a console-style joypad. Two fire buttons are included, with a rather nifty auto-fire function thrown in for good measure. The problem with such a strongly ergonomic 'stick' as the Bollistick is it's difficult to make it the right size to fit everyone's hands. Most of the team found it very comfortable,

though a couple felt there was too little in their palms (depends what you're used to, I suppose! - Ed). As they could only make one size, we suppose they got it

Naturally, the proof of the pudding is in the pounding how does the Bollistick measure up against your old stick-and-button machine? We didn't enjoy using it for shoot-'em-ups as it just wasn't instinctive enough for our tastes, but it's ideal for Dizzy-type arcade adventures — you forget you're holding it! The bottom line? Well, none of us felt the need to trade in our joysticks, but the choice is yours. The Ballistick won't be to everyone's liking, but it's good at what it does check before you cheque.



COMPOST CORNER

Who's won what over the last few issues? Find out here if you're a lucky punk!

MARTIAL ARTISTS

Thirty copies of Ubi Soft's superior First Samurai go to the following - watch out for the postie

kickin' your doors down soon!
Ray Brown, Blyth; Gary Brotherton, Rode
Heath; Kevin Staley, hasland; Dave McNally.

Ryhope; A Cooper, Poolfields: A J Harley, Bargoed: Brian Frame, Heaton; P Bush, Stratford; P

Matthews, Blackpool; Itevan Bingham, Sheffield; Jazmin Edgar, Ashington; Ian Edwards, Long Eaton; Lian Walker, Hutton Cranswick; Roger Williams, Hull; Stuart Scattergood, Deeside; Karen Taylor, Stevenston; Brian Pay, Dartford; Dominic Lain-Rodgers, Mile Cross; Stephen Lamb, Stevenage; Mark Sutherland, Thurso; George Stark, Springboig; Paul Fitzpatrick, Tallaght; Ram Pillai, Hithergreen; Carl Amstrad, Brighton; Trevor Fitch, Bayston Hill; S Cleverley,

illiams, those ball-breakers, uh hum, sorry, ground-breakers in the pinball industry have a novel new offering for you to pump ya pennies into. Hotshot Basketball is based on the home game HOT SHOT. This odd looking machine resembles a pinball machine with a basketball attachment stuck in the middle of the play area. Instead of the flipper belting a ballbearing around the table, it flicks a basketball up in the air, the idea being to score a basket!

A specially-written soundtrack pounds along as you play, and there are five different games on offer, namely 3 Point Line, Hot Shot, Repeat-A-Shot, Around The World and Pushback.

'All the excitement of pro-basketball action', boast Williams. Hmm! We're not so sure it's the most accurate representation of the sport you're ever likely to see, but we're sure pinball wizards and flipper fanatics will find it a blast and a change from endless bonus traps, etc.

Gedling; Robert Kimberley, Strechford; Thomas Hanratty, Musselburgh; Richard Barker, Willenhall; Neil Walshaw, Haverigg.

YOU'VE BEEN BOO

The winner of the phab Philips 'Book' TV is: J Pullar of Eltham. Congratulations, J, come on down!

BULLY FOR YOU

Super, smashin', great. A Bullseye Dartboard Game, copy of 501 Great Goals video & Bully's Sporting Darts Computer Game go to the

Rob Bowker, Exeter; S J Buckingham, Plymouth; R Horton,

Farnborough; Steve Bloomfield, Rugby; Brian Harrison, Washington; S Hilditch, Newton Heath; Mark Wilson, Burton-On-Trent; Lee Bettam, Birmingham; M A Farbrace, Lichfield; Steve Billing, Plymouth.

25 x Runners Up all receive a copy of the super, great, smashir

Pete McCann, Belfast; G Bell, Woodley; H L Pugh, Sheffield; Darryl Marshall, Boscombe; G K Blount, Leicester, J Barker, Darlington; Michael Smith, Sunderland; Richard Williams, Wallasey; Terry James, Kingstanding; Westley Trask, Great Barr; Jonathan Teale, N Humberside; Billy Sweet, East Bowling; Philip Fisher, Pochlington; Leslie Smith, Oldham; C J Dickerson, Ipswich Martin Peek, Walthamstow; G Going (Gone? — Ed), Plymouth Daria Grayson, Winsford; L Bickerton, Ditton; Robert Tillotso St. Albans; Stuart Williams, High Ercall; A McTiernan, Purley; J W Pummell, Brentword; Louis Tinla Strabane; Paul Cantrell, Stockport.

THE BIG BREAKFAST MASTER BLASTER MAYHEM

TELEPHONE

(IF YOU ARE UNDER 18 PLEASE GET A PPARENT OR GUARDIAN TO SIGN HERE)

I CONSENT TO MY SON/DAUGHTER BEING ENTERED INTO THE BIG Breakfast master blaster mayhem, contest and am willing for our FAMILY TO APPEAR ON TELEVISION IF THIS IS THE WINNING ENTRY. (THE WINNING FAMILY WILL BE CONTACTED) IN PLENTY OF TIME TO MAKE ALL NECESSARY ARRANGEMENTS!)

RELATIONSHIP TO ENTRANTT (EG: FATHER)

TIE BREAKER: (COMPLETE IPN NO MORE THAN 15 WORDS) ME AND MY FAMILY SHOULD I BE ON THE BIG BREAKFAST BECAUSE...

QUESTION ONE

THERE IS A MASTER BLASTER SECTION ON THURSDAY'S BIG BREAKFAST AT 7.45AM — WHO PRESENTS IT?

- BEN THE BOFFIN
- NIGEL THE KNOW-ALL
- HARRY THE HACKER

QUESTION TWO

MASTER BLASTER IS SOMETIMES PRESENTED BY ZIG AND ZAG ON MONDAY'S. WHO ARE ZIG AND ZAG?

- COMPUTER GAME PROGRAMMERS
- FOOTBALL SUPPORTERS
- ALIENS FROM THE PLANET ZOG

QUESTION THREE

WHICH ON OF THE FOLLOWING IS NOT

A BIG BREAKFAST FEATURE?

- TRUTH OR DARE
- GUESS THE MESS
- THE CRUNCH
- PLEASE TICK THE APPROPRIATE BOX

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THE MANUELLA

REEL AGION

Baddie bashing, problem solving, road racing, but 'n' balling — you name it, we give it to you! So let's get down to some REEL ACTION...

ot only do we bring you the best C64 magazine in the entire multiverse, we also slap on a couple of devilishly-good tapes to add flames to the sweltering saucepan! All novels start with an introduction, and as COMMODORE FORCE is a best seller here's our own particular preface...

Occasionally a hasty reader loads up the covertapes and becomes angered when he can't get a game or program to work. After throwing the tape in an old Jiffy bag (complete with aggressive letter condemning COMMODORE FORCE) he mails it pronto — then the feint recollection of tape instructions slowly emerges! After tentatively flicking through the mag, he happens upon REEL ACTION. The dumb git made a fool of himself, and after a few minutes reading the problem was sorted. Heed the words of Confucious Heyward and read the instructions BEFORE eagerly writing unhappy remarks.

DEALS ON REELS.

Got a disk drive? Wanna get this month's REEL ACTION raves on disk? All you have to do is cut out this coupon and slap it in an envelope with a cheque/PO for £1.49 (payable to Ablex Ltd) to; Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QR.DON'T SEND YOUR COVERTAPES, you get to keep those as well! Can't say fairer than that, can you?

NameAddress

Postcode

SABOTEUR 2

Prism Leisure



ho says women are the weaker sex? It's not often you see a game where the leading character's a woman, so Saboteur 2 comes as a real breath of fresh air! You play a beautiful female ninja (getting pre-occupied with her looks are we? So much for anti-sexism — Dep Ed) who's sleek, elegant and punches your lights out without thinking. Her brother was fatally wounded during a daring mission (the first Saboteur outing) and she feels it her duty to right all that's wrong, avenge her brother's death, walk little old ladies across the road and make sure the trains run on time. Or something.



Your primary objective is to defeat an evil dictator's world-domination plan by redirecting the course of a nuclear missile. This involves finding a punched computer tape which is used to alter the missiles flight path. The mission begins with a hang glider ride into a high security complex — locate and retrieve the computer tape and escape via motorbike through the only available exit tunnel. You need every sinew in your body and every weapon at hand. Why? Because the entire area (over 700 screens!) is patrolled by androids, bats and deadly black pumas!

Joystick UP

CONTROLS

UP CLIMB UP or KICK if still CLIMB DOWN or

Joystick DOWN

Joystick RIGHT

DUCK if still MOVE RIGHT MOVE LEFT

A Joystick LEFT SPACE Joystick FIRE

MOVE LEFT THROW, USE, TAKE object or PUNCH.

888

TIMER

SELECT MISSIO

STRENGTH OF MIND AND BODY
DIRECTION OF ENERGY
HARMONY WITH THE UNIVERSE
PREMONITION OF DANGER
KNOWING THE THOUGHTS OF OTHE
MASTERY OF TIME AND SPACE
CONTROL OF NATURES ELEMENTS
ENLIGHTENMENT

USE UP, DOWN AND FIRE TO SELE

PAY: \$88888888

Pressing MOVE + UP performs a RUNNING JUMP, while MOVE + PUNCH executes a FLYING KICK.

THROW + UP or THROW + DOWN aims your throw.

Press TAKE when there's an object in your NEAF
DISPLAY, and it becomes HELD.
FIRE drops you from the hang-glider.
UP allows you to climb onto and start
the MOTORBIKE, providing you are
standing next to the seat and facing th
same direction as the bike.

UP or DOWN when you are standing in the centre of a LIFT starts it moving. USE operates the control terminals.

SHARDS

The Guild (author Clive Wilson)

very winter for centuries, a plague called the Nagroma ravaged the land. This narked the Elfin race, so

they created an Elfstone called the Inovar which had the power to raise a barrier known as the Cairnrue against Nagroma. Varwield Arthemin had the job of raising the Cairnerue in Winter and lowering it again in Spring, allowing rain to fall on the land.

In his old age, Arthemin went a bit loopy and tried to pinch the Inovar from its resting place in the chest of Kiron. A scuffle ensued, and a shard was split from the Inovar — Arthemin managed to drain much of its power! The shard

o surprises here, folks - it's rip-roaring shoot-'em-up action all the way, and we love it to bits!

You command that cute little gun emplacement at the foot of the screen. Hoards of hungry helicopters hover overhead - you must blast them out of the sky, peppering the parachutists tool Before blasting you can taylor the game parameters to your own requirements — choose rapid fire or single shots, normal or guided missiles, a mobile or stationary base, and if you're really suicidal you can limit yourself to vertical fire!

Slap your joystick in Port One and blast for your life - you've only one to play with, so look after it!



COMMODORE FORCE's very own game tamer

t's fresh, it's exiting, and... it's back! For those daft enough to miss last month's issue (shame on you!), Easy Lives is a simple way toget through your fave games — just load up the program, select the game you wart to beat from the main

menu, and you get a whole host of cheeky cheats to be selected at will. Just move the pointer to the attributes you want to bust, click on it (or 'them' if you're desperate), and infy lives/time/ammo or whatever are yours!

Whack your joystick in Port 2 to operate. This month's ace games include the brilliant Myth, the equally-excellent Hudson Hawk, and the totally awesome Last Ninja, so get rippin' and have fun!

was then placed or the Dais of Cairnerue. and Kiron put the novar safely in his chest before doing a rumer. Meanwhile Arthemin locked hmself in his fortress Caernest, and sulled!

You (as Artherm's longsuffering assistant have landed the unenviible task of retrieving the Invar by uttering the secretritual of release, invoking he Ritual of Decairn in orde to save the land from a fat worse than bad.

Shards is not your run-ofthe-mill everyday dventure no siree-Bob! Instad of

typing your commands on the keyboard, the game's joystick controlled by a set of icons situated around the text window, all of which are pretty self-explanatory

Still here? Be off and load up the game you scamp, and

happy adventuring!



G M A A M + E @ O TO

e're too good to you, we really a

COMMODORE

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COMMODORE

PACKAGING AND CONTENTS © EUROPRESS IMPACT LTD. NOT TO BE SOLD WITHOUT THE MAGAZINE. • SABOTEUI © PRISM LEISURE 1993 ● BATTY © PRISM LEISURE 199 ● SHARDS OF INOVAR © THE GUILD 1993 ● EASY LIVES EUROPRESS IMPACT 1993.

THIS MONTH'S CUT-OUT-AND-CHEAT SPECTACULAR'S FOR THE ACE ARCADE OPUS *MMERFIST.* AS YOU WERE SNIPPING THIS PPET ANYWAY, WHY NOT KEEP IT INSIDE YOUR TAPE BOX?

n the high score table, type YCY for

DODGY

Ablex anyway, so you'll only have to wait longer for your tape so don't send it back to us Get the pedal with this ace to

erlande 000

000

DODGY This time it's from The Guild one whack and DUPLICATION? for rea so don't send it back to us. All we can

asy Lives 000

GER: from the monitor to make out the

The Guild (author — Simon Avery)

icture the scene. There you are, waiting for your game to load and... the telephone rings! Annoyed by the interuption, you head for the phone and try to get rid of the caller as soon as possible. Alas, it's Aunt Ancient and in her usual 'irritating relative' manner she wants to know about your health, height, age and other petty meaningless information. You're too far

loading screen, but the reminiscent game tune encourages you to finish the conversation sharpish. Abruptly, Aunt Ancient hears a dull tone and your voice mysteriously disappears. If only you and your computer could find a solitary room in which time stands still, undisturbed by outsiders... this familiar situation is recreated in DAAW, a text-only adventure where you strive to find that uninhabited paradise!

The usual commands can be used, (GIVE, CUT, THROW etc) along with a couple of useful abbreviations: LOok UNder

LOUN LOok BEhind LOBE

Call up the verb vocabulary by typing INFO

DAAWs a twopart game, and as you're such a great bunch of guys and gals, we've given you both parts! It's a great little adventure, full of humour and not too tricky for beginners... so what are you waiting for?

Angus stops you. DTALK TO ANGUS Gimme gimme he Scottish accent. That's not possible at the moment. OPERFORM A CARTWHEEL Umm, sorry, I didn't of that! MOH STUFF THIS IM OFF TO THE BOOZER

Prism Leisure

fter the destruction of the ozone layer, the human race was forced underground to avoid dangerous ultraviolet rays from the sun. The world's surface is now a lawless hell - the Federation tries to keep order, but powerful Crimelords are a formidable adversary. Communication and transport between colonies would be impossible but for the 'Overlanders', mercenaries who stayed above ground living by their wits. If the price is right, they carry cargo from colony to colony in souped-up roadsters. No prizes for guessing that

you play one of these Mad Max-types.

At the start of the game you get two offers, one to carry a cargo for the Federation and another for the Crimelords. The higher offer's more profitable (obviously), but the cargo's more valuable or even illegal, making your journey more hazardous. Accept th offer and you must buy fuel for your mission, and whatever add-ons for the c you can afford. The actual game's a scrolling blasterama in the style of Roadblasters.

Controls are straightforward: **ACCELERATE**







Prism Leisure

atty's not a game for the mentally unstable. but a futuristic racquet-related sport. Owing much to Arkanoid and the old Atari Tennis carts, the aim of the game's to decimate a wall of blocks using a bat and a ball.

Strange creatures roam around at the top of the court, and they do their utmost to deflect your ball all over the place. If it goes out of play (ie off the bottom of the screen, a la Pinball), it's a life lost matey! You can even invite a friend around to partner you in the brick demolition in a frantic two player mode! Grab a joystick and get

--noney 000500 CORE 000400 LEUEL 1



DOWN BRAKE LEFT + RIGHT WHAT DO YOU THINK? FIRE (OF COURSE) FIRE SPACE OR DOWN + FIRE FIRE SPECIAL WEAPON (if you bought one).

So there we have it - keep your pedal to the metal and you're in for a rip-roaring time, but make sure you don't skimp in the garage there's nothing more embarrassing than running out of juice mid-mission



playing, because it's so addictive it'll drive you Batty!

Certain blocks release special power-up icons when hit. These are:

Extend Racquet bigger bat Slow Ball slows ball (quelle

surprise)

Smart Bomb destroys monsters Hand hold ball

Gun shoot creatures and

blocks

Extra Life go on — have a guess! Splitter splits ball into three Extra Points more points(!) takes you to the next Rocket

level

Fireball ball smashes through

everything

Be Carefull There's nothing more frustrating than losing a life while chasing a power-up, but that's the nature of the beast.

Joystick Port 2 Player One Joystick Port 1 Player Two Fire Button Release

KEYS PLAYER 1

A Left Right Enter Release

PLAYER 2

{LT} Left (GT Right Spacebar Release



ATTENTION — calling all programmers... we're giving you the very best in reader's games over the next few months, and if you've written a game that's red-hot and rarin' to go you could be part of it! Just send in your game with a copy of this coupon and you too could prove a REEL hero (and earn some dosh into the bargain)...

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Utility used (if any) Favourite Coloured Smartie

mportant.

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COMMO SHOT:10 11 YRD SM MILES HOLE: 6

VIEW MAP

PALL LIE

TRENGTH



• Grandslam, £14.99 Cassette, £17.99 Disk

Old golfers never die, their clubs just get a bit rusty... or so they say. MILES 'WELL **BELOW PAR' GUTTERY** decided to see how his very small putter measured up to the great Nick Faldos whopping nine-iron!

ot being an avid golfer I could do with some help here, but from whom? Golly! Who's that who's just walked in. Why it's Alf Stewart from Home & Away... what luck!

MILES - Hey Alf! ALF - G'day

MILES - I could really use some help with this

ALF — Strewth mate, I dunno what to say! Geez, if only ar'd known ar'da prepared something. Thing is, ar bin stuck on the dunny all mornin', musta bin somethin' to do with Ailsa's dodgy tucker!

• Miles thought he was the king of the swingers... until he found himself hacking awa

in this dastardly sand trap. We'd suggest a pitching wedge from that distance, son!

MILES - I see, erm, but you do enjoy a round of golf don't you?

ALF - Sorry mate, ar'd love to stick around but

ar'm a busy man. Ar'll see ya later, eh? MILES — Er, thanks Alf, bye. Oh well, looks like I'm gonna have to do this alone

Let's face it, golf isn't exactly the most

adrenalin-pumping of sports. Even so there are thousands of people the world over who like nothing better than to don a pair of chortlesome

STANCE HIND

CLUB

 With a 17 mph cross wind to contend with, and a nasty little dog leg to negotiate, Miles could use some tips from the



trousers, pay a fortune in green fees and spend their weekends thwacking small hard balls into bushes and sandpits.

Alongside Nigel Mansell, Nick Faldo is the only British sportsman. who actually wins anything (try saying that to Lennox

Two

OL.

STOKE

Lewis - Dep Ed), so I suppose it was inevitable that he'd lend his name to another computer game. What better

Course Meal

then than a golfing sim to sport his famous monicker ('what better'? Don't you mean what else'? - Dep Ed)!

The game is jam-packed with features and

options. There are two full 18-hole courses on offer, each of which is loaded in separately. Once you've made your choice and loaded up the appropriate course you can choose the

number of players - up to four are available,

players. You can even go up against the man

himself if you think you're up to it (or just fancy a sound beating). After selecting the players,

you then decide whether you want 'matchplay'

the winner being the one who wins the most

holes, or 'strokeplay', where the player who

goes round the course in the least number of

shots is the victor. Having done all that you're

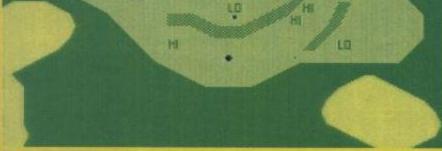
taken to the club selection screen where you

go for that proverbial hole-in-one!

must choose the thirteen you wish to take onto

including combinations of computer and human

SPEED MEDIUM



 Just to PUTT you in the picture, the above screen depicts the lay of the land on one of the games 36 greens.

GRADIENT MEDIUM

DIST 401 % 1W MILES SHOT 1 HOLE 5

piece of turf rockets towards the heavens. Nevermind. A little fine tuning to account for wind speed and direction and SHAZAMM. SPLOSH, another one to add to the collection at the bottom of Lake Splot.

There's plenty of depth here that's for sure. Wind, lie of the ball, and slope of the ground are all very important. Careful choice of club is also crucial if you want to get anywhere near the hole. Graphics are excellent and the ball looks exceptionally convincing as it wings its way into the distance. When you actually get onto the green the view switches to an overhead 2D perspective which, though not as attractive, is very effective as you try to judge your shot against the undulating ground

Nick Faldo's Championship Golf might not appeal to all-out arcade animals but hey, it's their loss — as a simulation of the sport it can hardly be faulted.

the course. Now at last it's time to kick your caddy into action, ayrtex your underpants and Here you're presented with a nice 3D behindthe-golfer view of the course, and options are accessed via a pull-down menu. Observing the lie

of the ball and the distance to the green is vital to determine the right club for the job. Next you can alter your stance according to the situation and determine the power of your shot using a strength bar. Once you've diddled all your doobries it's time to play that shot. WALLOP, a

 Always one with an eye for the ladies, Miles aims for yet another elusive birdie! Let's hope she picks up worms,

eh, Miles?



/14/

 I've always believed that golf is right boring, but I was as refreshed as sitting under a mountain spring when this joyful sim eased itself onto the C64. There are lots of options to choose from before wandering onto the course, and once your hand grasps hold of the club it dawns on you that a finely-tuned sim awaits tee off. A knowledge of golf will help, but amateur swingers need not feel wedged in the bunker. After a few wild slices the selection of appropriate clubs soon becomes second nature. The option of up to four-player participation certainly provides some strong freindship-breaking fun. Give the hardcore blasts and platforms a day off, and join Nick for some putting - to use a sad and corny comment, it maybe golf but it sure ain't crazy!

This is definitely one for fans of the game, and even if you're like me and couldn't tell a sand wedge from sandwich it's still a very enjoyable way to wile away the

If it's a golf game you want then fling your readies in Nicks direction as soon as possible. A superlative sports simulation that you really can't afford

to

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'SWISHY' CLUB NOISES BUT THAT'S **ABOUT IT!**

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PLENTY OF ROOM TO PERFECT YOUR

C-FORCE No.3 MARCH 1993

FROM THE MAKERS OF COMMODORE



HOUT

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NEWSAGENTS



GREAT GOLFING COMPO FROM GRANDSLAM!

alking across fields with a weighty bag on your shoulders is no mean feat (ask Steve about his trek to work), and when you're in the rough with a birdie (ask Steve again) the last thing you need is for your clubs to bend like paperclips. If you yearn to raise the Ryder Cup above your bonce, pay attention — the lucky reader who wins the *Ace Of Clubs* compo will win (dum dum daa)... Nick Faldo! Yes, the man himself is yours to keep! Okay, that isn't entirely true (probably a good thing in all honesty), but you will get the next best thing. A half-set of sparkling new junior golf clubs! So if sinking hole Number One is beyond you because of the wobbly wooden sticks in your armament, don't beat the caddy on the fairway - get entering. In addition to the nifty clubs the successful entrant gets a copy of the latest Faldo video PLUS the grand Grandslam game, with further copies of the Hurricane Hit golf sim for 10 runners up. If this divine bundle triggers yer tastebuds, you'll undoubtedly want to know how to enter. It couldn't be easier; simply decipher the following

anagram and complete the tie-break question:

The highly puzzling word — FLOG
The ever important tie-breaker — complete
the following sentence in an
amusing

LET'S GO CLUBBING COMPO,
COMMODORE FORCE,
Europress Impact,
Ludlow,
Shropshire

or witty
way, using not more
than twenty words. If I
were Nick Faldo I

Winning entries will be printed in a future COMMODORE FORCE, libel and obscenity laws permitting! Send your answers to the following address; All entries must flutter into the office before February 25th. Late arrivals will meet their death by disappearing into the vortex that is the Force dustbin, so don't delay.

COMMODORE

Great golfing competition from Grandslam!

NAME

POSTCODE.....THAT ELUSIVE ANAGRAM SPELLSIF I WERE NICK FALDO I WOULD.....

For a scrolling shoot-'em-up top 50 feature you have to adopt the right attitude, shouting phrases like 'Kick ass', 'Eat this and die' and several less dignified expletives. CHRIS 'I DON'T THINK THAT ALIEN LIKES ME!' **HAYWARD** steps into a starfighter and wipes it off his shoe.

ly a plane over war-torn areas collecting power ups and shooting incoming kamikaze pilots. An oldie for sure, but still worth a few bob.

uide a demonic bluebottle (a species of fly, not a liquid container) through mutant-infested lands. With a good few levels to conquer it's certainly worth a blast.



along the w

ATOMIC

OBOKID

reat backgrounds and a right royal dollop of colour

result in a neat alien encounter. The sprites are big and there's

some large missiles to let fly

n chip shops up and down the land there's an arcade game that's over ten years old, yet people still play it. Bedlam would fit into any fish bar, 'cos it looks EXTREMELY dated.



Thalamus

ulp 'n' eggs! This is without at doubt THE best shoot-em-up EVER on the G C64! Superb action,

thumping sights and sizzling sounds all packaged together with erupting gameplay. This is a stunner miss it and rot!

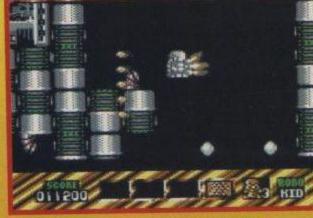


• Hi Tec

y only criticism of Black Homet is that not much happens; you can easily glide along

without seeing a single nasty, and the bullets are inclined to blend in with the colour-clashing scen ery. Still worth a pull on your joystick though.





Psygnosis/Sizzlers

hat's this blood money?', I hear you as - well blow away an alien and they leave coins for collection, that's the blood money With four types of craft to master

certainly has long lasting appeal.



000250 to \$200 to \$0 1 1 10041

Hewson

ick off pirate hordes and negotiate your way through alien vegetation. A classic in it's day, it still retains every drop of playability — violently



Hewson

e it books, movies or computer games, sequels are usually poorer than the original. This doesn't apply to Cybernoid 2. The first outing was hot, this is just scorching

C-FORCE No.3 MARCRCH 1993

ome of the best shooters around feature simultaneous two-player modes — why attack alone when you can blast with a buddy? Games that allow two bods on the screen at once get the tasty two-shooter icon; the rest can make do with a one-shot.

Thalamus

issing a power-up proves fatal in this aboveaverage nuker. 32 levels, plenty of variety and foot-stomping music; what more could a humble gameplayer want? A scantily clad lady offering her last



DROPZONE

US Gold

ere's the grandad of the collection - believe it or not, it's over seven years old! Surprisingly it retains all it's playability, looking like a cross between Jet Pac and Defender.

Nostalgia freaks will be flipped out of their



DNA WARRIOR

Artronics

Rollo perhaps?

othing particularly unique, and the craft moves slower than it should. Fun all the same, and keeps boredom at bay.







Zeppelin

straightforward military assault, simplistic but demanding — completing the first level alone needs precision-

placed manoeuvres. Try it. You might like it!

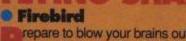






Activision

nnihilate alien hordes while sitting astride a large flying dragon. This features some great opponents but it's let down by the long restart points and continuous reloading. Not quite hot enough to melt the cecaps, but satisfaction's assured wit every go.



repare to blow your brains out with frustration, because this is difficult - full stop! Everything else is great; graphics, sound,

presentation, etc. but get ready to shout loudly as you die for the umpteenth time.



Mastertronic/Reel Action,

Issue 1

ome of the backgrounds look rather tacky but never-ending waves of nasties keep you glued to the screen. The music's good but sound effects would have been more suitable explosions don't have the same effect without teeth-grinding sonics (if you haven't got it already, grab a copy of COMMOD FORCE issue 1 from

the Forcefield Plaza. It's worth the asking price for Gemini Wing alone - Ed).



Firebird/Zeppelin

bominations appear by the sack-full in this skull-splitting beauty

of a game. Billed as The Ultimate Horror', it ain't horrific, it's bloodcurdlingly smart!



Hewson

hate wasps! In my wasted days as a youth I used to put the little stingers in a jam jar and

drowned them. In space, the insects require a throatful of lasers instead. This is a fairly old Defender clone, but not at all ancient Class stuff.



0 **US** Gold

astering the controls is half the fun in Forgotten Worlds and woah, dr

need mastering. It received (and deserved) heaps of praise when first released, and I'm glad to say it still earns it.





Rainbow Arts/GO!

hat it lacks in originality (a blatant R-Type clone, official licensees Activision took out a court injunction on it) it makes up for in outstanding lastability. Superlative, blast-for-blast



Firebird

on't tell me, I've got to say 'tat chopper' and desperately wring a laugh out of the innuendo-bored public? Oh well... Master your fat chopper safely through tunnels and enemy encampments, firing at everything within range. See? Not even a snigger!

Konami

ew levels and ragged sprite flicker, but the large portions of playability make it a winner. Instantly playable and instantly addictive.



Firebird

he first game system I ever owned was a crumbly VCS 2600 accompanied by a Biver Raid cartridge. The Commodore

version is identical. with foul graphics and sound - a trip down memory lane for the infirm.



KGB SUPERSPY

CodeMasters

hat immediately catches your eye here is the atrocious yellow helicopter you're

piloting - in fact none of the graphics are even remotely impressive. An afternoon-occupier only, methinks.

speak of. Fun for

a while but lack of variety might

hamper your will



DERBOLT

lhese armoured planes were at the brunt of the battle during World War II, but I'm sure the wars lasted a lot longer than the measly eight levels included in this, liked th

end of level battleship though, it's absolutely huge!



CodeMasters

elievable plots are punched straight in the loins as far as blasting games are concerned.

Here, you're in charge of an exorcist space craft (though I failed to see a ghost anywhere). It's fast, but that's



AINT DRAGO

Storm/Kixx

hese fictitious creatures seem highly popular in scrolling blasters. What next? Armoured badgers? The first levels are easily completed by simply hiding behind your tail, which doe: drain the challenge somewhat. Still, it's a fairly solid slug to the

end and what's more, it looks a treat!

US Gold/Kixx

Faster Than Light/Rack It

there are no ingenious features to

reate carnage and leave behind a trail of smoke and suffering, that's how a bullet blazin'

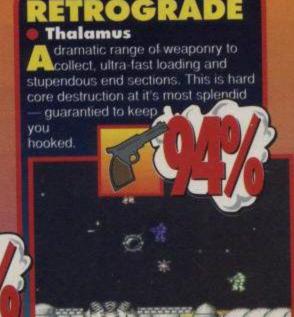
he animation leaves a lot to be desired, and

game should be. If Lightforce h more than four levels it'd be a fiery furnace, but as it stands it's just a flickering flame.



Electric Dreams/Hit Savad

he original horizontaller which fails to live up to expectations. Some of the graphics look very tatty. A prune when placed alongside its



Thalamus

arallax scrolling puts in an appearance here, and it works brilliantly. Sanxion's a little different from a lot of shooties avail able, even the intro music's a

classical composition instead of the usual rock ard stuff.



Martech

haotic comet destructtion overflowing with innovative ideas — spinning planets and spaceships so huge your toes

will quake with fear! Fast, colourful and even the speech synth works!



SALAMANDER

Imagine/Hiit Squad

hining shots all round for this one! Slam your craft through the guts of mutant installations, taking every devious: form with you. With rockin' power-ups and mercilless baddies, it still remains a classic to this day, shaming everything

that dares to copy.



Storm/Kixx

xplosions galore in a roaring jeepand chopper delight. The limitless onslaught from invading craft is trouser-splittingly good. Veteran blast addicts need only apply however.

because it's REAL hard. But persevere and a damned addictive pulse-pounder awaits

discovery





Silverbird

o points for originality and the controls are on the sluggish side, yet it's surprisingly

addictive. Though tweaks are needed (especially in the sound area), it's worth a play. Average yes, boring no.



Alligata

ig, bold and basic, but with just enough topping to raise it's head above most of the pack. The

drearily-named *Trap*'s not fantastic by by any stretch of the imagination of today's standards. but if you stumble across it you won't be able to resist another go at it, believe me!



Imagine/Hi Squad

additions. Accept in

nfeasibly difficuand no original

Storm/Matertronic

didn't spot any wrms in this game, but the rest is as smoothas silk. Squadrons of enemies and magnudes of bullets make it a toughie to beat, bua lasting blast. My only quibble is the soun. The missile not

Jiffy bags — surely not an accurate repre sentation?

it's time as okay, but not today. It's a right old sad, grey-haired excuse for a game.



Rack It

restart points.

Apart from that it's a

worthy

he only complaint

which marrs this is

the distance between

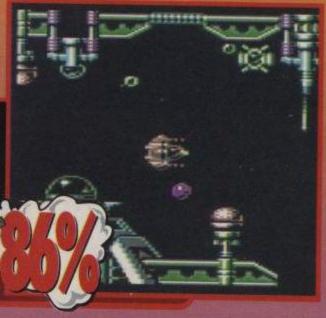
US Gold

eing an heroic pilot is a bit risky these days - walk into a pub and you can guarantee someone needs a daring mission completing. Being rather gullible you take on any missions no matter how bad. That's how I'd sum up UN

Squadron - bad,





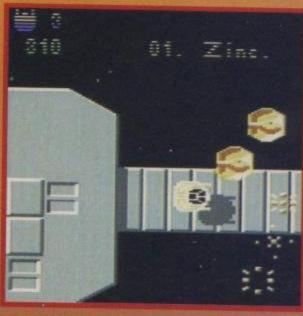


Firebird

he term 'classic' is defined as 'having a long history and Warhawk certainly an oldie. It looks

poor but is high on the brain-dead gunning action

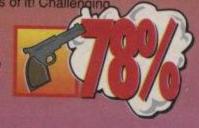




Hewson/Rack It

kim over 15 massive dreadnoughts and inflict as much damage as possible. Beating this will take time, and lots of it! Challeng

isn't the word. impossibly hard is! Never fear though, 'cos once involved you'll be gripped.





Melbourne House/Mastertronic

the 64. A time





Domark

ake to the air in a Gruman Hellcat and give enemy territory a good pasting with shrapnel and bullets. Super plane animation

(apart from the stick-like people) produce a pleasing historical blast.



Rainbow Arts

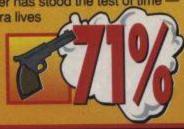
n all great gunners you need powerups. With X-Out you can arm your ship from the word go, by visiting a galactic corner shop and selecting your armour. This is superb.



Rino

espite its age (a good seven years), this addictive scroller has stood the test of time

nearly. A lack of extra lives dampens the hopes of achieving humongous scores, but trigger fingers will be occupied.



Zeppelin

s not very safe to strap on a jet pack and accelerate around Ludlow, but amazingly enough that's exactly what you do in Zybex (okay, so I lied about the Ludlow bit). Apart from the green bullets and green backgrounds it's rather jolly.



except for one major fault—the multiload kills all playability stone dead.



Hewson

ehold Zynaps, behold faultless gameplay, behold a very tough but powerfully addictive blast A must.





1)

Because there are masses of shoot-'em-ups available it'd be impossible to mention them all. However on my quest for the best fifty, I happened upom some of the worst...

MOON SHUTTL

Americana

h heavens, I can't be bothered to comment on this because it's so duff. Look at the percentage and draw your own conclusions.



DROID DREAMS

Bug Byte

he difficulty level is incomprehensibly hard, in fact the whole

program is saturated in spewtum. Avoid like a lacerated larynx.



SPEEDZONE

Encore

ever in my wildest nightmares could I have visualised a blaster as abysmal as this - sorry, did I say blaster? The

whole screen's a mess! Groggy sprites, junkie sounds, the toilet has more intelligence!



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mate in a headto-head. Marvel
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fantasy world. Faint when you realise you've got a packet on the cover for free! Steve Jackson's BATTLECARDS are here, and they're here to stay says IAN 'SCRATCH AND SNIFF' OSBORNE...

GARGANTVAN

ZITTONIAN

rading cards are a multi-million dollar industry in America. Footballers, baseball players, even famous murderers are sold and swapped all over the States, and with rare cards costing several thousand dollars each an equally-lucrative forgeries market is rife.

However card-barmy as our stateside cousins may be (or maybe just plain barmy), unlike American exports such as *The Simpsons*, skateboards and herpies, trading cards never really caught on in the UK. But now all that could change. *Games Worksnop* co-founder, *Fighting Fantasy* writer and top vargame designer Steve Jackson has teamed up with Merlin Publishing to produce *Battlecards*, a swords-and-sorcery card collection with a difference!

Unlike normal tradingcards, Battlecards are more than just collectable images. The cards (and the world in which they're set) form a complete role-playing game in itself, with heroes, villains, monsters, quests, treasure, magic, and everything else you expect to find in a Tolkenesque fantasy game.

Wilted Continent

Battlecards is set in the land of Vangoria, a wild and dangerous continent split asunder by warring factions. After the death of the Sorcerer Emperor Vangor, his three sons fought bitterly over the throne. Each allied himself with one of the three forces dominant in the continent; Justice, Chaos and Evil. It's on this shattered land the blood of the Battlecards is spilt!

In such violent and dangerous territory, fights to

the death are common. These are decided using a unique 'Scratch & Slay' combat system, using the same scratchoff ink found on lottery cards. Combat moves, spell casting, trading and treasure collection are all utilised in this way. When two 'champions' (heroes or monsters) cross swords, battle commences as follows; toss a coin to see who starts (or play one of the many card and yard games outlined elsewhere). The first player to strike then scratches off one of his opponent's head, body, arm or leg spots (see illustration), revealing a blank space (miss), a shield or spell icon (treat as blank in the basic game), or a wound. Play then passes to his opponent, who does likewise.

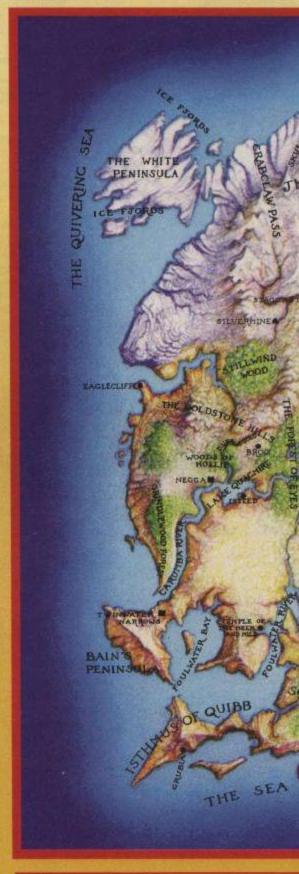
After the second and subsequent wounds, the attacker scratches one of his opponent's 'life' boxes. If a skull and crossbones is revealed, the fighter is dead, and the stricken warrior's card becomes the property of the winner. As well as being a valid collector's card, each win also carries a bounty — scratch the 'purse' spot to see what you've won!

Role Call

However, there's more to Battlecards than just scrapping. Within the set there are also ten Quest cards, consisting of puzzles solved through searching other cards for clues or symbols, eg in 'The Rings Of Harrak-Bur' you must search for five magical rings stolen during the sacking of Vangor's Capital at Constantia. The rings are printed on other cards — but can you find them?

Solving a Quest entitles you to a reward, a sum of gold collected by sending your solution to the publishers. This can be used to buy rare 'Wondrous Treasure' cards such as the Orb Of Shantos or the Amulet Of Eternal Beauty. They do appear in packs, but only very rarely (they're supposed to be valuable treasures after all), but can always be found in Robyn Steele's Trading Post as outlined elsewhere.

There are 149 Battlecards to collect, and they're available from all good newsagents, comic and game shops. At 50p for a set of eight they're far cheaper than most collect-and-swap outings, so what are you waiting for? Unsheathe that sword and get slashing!







OF VANGORIA



PLAY THE GAME!

he street urchins of Constantia while away the hours playing a number of *Battlecards* games, all of which are outlined on two cards in the series — *Card Games* and *Yard Games*. These pastimes are as much fun in the modern world as in mythical Vangoria, and offer an excellent way of winning *Battlecards* from your friends (if you're good enough!).

To play Racing Cards, the contestants line up about three feet away from a wall. In turn, each 'fires' (flicks between index and middle fingers) his card at it. The one who lands closest to the wall wins the other cards.

The curiously-named Smotherers Do Have 'Em is also played by firing cards, but this time you don't need a wall. The contestants flick their cards until one lands on top of another, however slightly, winning all the cards in play. A Vangorian version of Scissors, Stone and Paper uses the icons hidden under the text on the reverse of the cards — sword beats fist, fist beats shield, and shield beats sword.

For all these and more, check out the Yard and Card Games cards.



WHAT'S THAT FUNNY SPELL?

f spells are to be used, each combatant chooses (secretly) a set number before starting — unequal numbers are permitted. Each time an attack reveals a spell symbol, the defender is then able to cast a spell by

scratching off one of the six spots on a spell card.
Unless this reveals a miscast symbol, the spell takes full effect.
Each spell can only be used once in each



A fter the death of the Sorcerer-Emperor Vangor, the Continent Of Vangoria was thrown into a state of anarchy and strife. As the forces of Evil, Justice and Chaos slugged it out for the crown, the continent split into four separate territories.

Separated from the Southern Kingdoms by the Jham Peaks, *The Darklands* are dominated by the undead hordes of the Lord of Darkness to the East and tribes of Hill Goblins to the West. South-West of the Darklands is *Quaine*, home of the noble Prince Gallant, sworn enemy of the evil sorcerer Lord Vengeance.

The Eastern territories are a wilderness of demonic creatures, savage warlords and Barbarian Warriors forever locked in tribal wars. To the South lies Zittonia, ruled by Zheena Nightshade, High Priestess of Gargantua, the god of evil, But the forces of truth led by Aragon Trueblade have begun to weaken her hold...

ADVANCED COMBAT

ant to add a little spice to your battles? Advanced Combagicards allow





you missed. If you attack arms and he defended legs hit and can scratch an 'arm' spot. When all Achranced Combal cards are start again with a full hand.

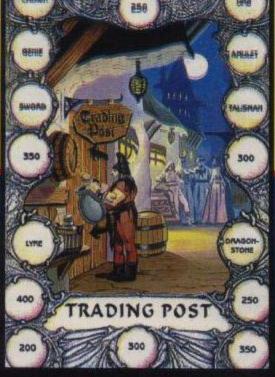
Like basic combai the battle continues until a combatant is killed, though if both fighters die in the same round purses are exchanged but no stakes are won.



obyn Stelle's Trading Post is one of the best-

known landmarks of Vangoria — perhaps that's why it's as common as muck in the Battlecards packs! The eight Wondrous Treasures of Vangoria are sold here. Just scratch off two spots, and if one's a treasure and the other's a sum of money, you can buy the artifact in question. If not, sorry - sold out!

To 'buy' the treasure you send the necessary dosh (Quest reward credits, stricken fighter's purses, etc) to the publishers and they'll send you the treasure card in question.





At the heart of the Battlecards combat system are the 'Scratch and Slay' spots representing various body parts.



Combat icons are covered using scratchoff overprint.



On the reverse, the champion's details and combat rules are outlined, and the artist's signature displayed.







attlecards are illustrated by some of the finest fantasy artists in th business, such as Les Edwards, Pet Andrew Jones, la McCaig, Terry Oakes, Allan Craddock, Gino D'Achille and Waldmeister. They're already well known for their work on Fighting Fantas

Gamebooks, board and roleplaying games and record covers. Each artist has his own self-painted card, complete with tongue-in-cheek biographical notes on





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LEVEL 4

Batten down the latches and sandbag your doorstep, here comes another crackling edition of the COMMODORE FORCE tips section, and heavens, what a section it is! You wouldn't believe the amount of letters I've received recently, there's so many I can hardly breathe! Not that I'm complaining — a cheery letter (from someone desperately trying to befriend me) always humours, so keep 'em comin'. A certain barbarian (namely Bash) is very angered that I'm receiving adventure cheats. I know people prefer writing to me than that prehistoric potato, but it's best to keep the simpleton happy, so send all texty tips to his pastures instead. This month I proudly present playing tips on WINTER CAMP, SIPACE CRUSADE, STEALTH FIGHTER, and oh what's the use, just read on!.

It's beetter than an Dateel's Action Replay Carttridge! It's time to opeen the golden enveloppe and see who's won.... and the winner is - John Crompton for the Winter Camp guide.

Congratulations John, and bbecause you can't be with us tonight we'll post tit your way (not quite in award fashion but chose enough!).

Thalamus

One day a whopping bonanzaa of an envelope hammered through the letter t box. It was so packed with tips that it took telen of us just to lift it! A tree would cry if it knew howw much paper John Crompton from Wigan had usised in sending me the wealth of cheats that he didd, and here's one from the bundle for Winter Calamp.

Waggle the joystick and try to keep the pointer on the Yellow Arrow icon to increase speed. If you waggle too fast you'll slow down (isn't that always the way), and watch out for the last two opponents they cheat.

LEVEL 2

All the objects here are useful. To complete the level, save four fish and four other skaters. Once achieved you are confronted by the end level guardian. Select Bombs and throw them, run into the boss and knock him onto the bombs.

THE OBJECTS.

FLAGS Extra time

BRUSH

GLOVES

SNOWMAN UMBRELLA

SPRINGS BOMBS

Sweep away curling stones

To save the people trapped in the snowball Throw snowballs Shelter from snowball

throwing women Jump gaps in the ice Throw at end-of-level boss

LEVEL 3

Throw snowballs at the bears poping out of the trees. The dark bears are the main concern, they retaliate! Catch the falling flags for extra time.

Five drowning people and five canoers need savin from imminent death. To kill the bear at the end of the level, first throw honey at it, then select the football and bounce it off the basketball net and in the bee hive. Hit the nest enough times and the be fly out and attack the bear. All objects are useful.

THE OBJECTS. **FLAGS**

HONEY MAGNET

Extra time.

Throw at end-level boss. Attract cans which sink the canoe.

FOOTBALL FISHING ROD Use to hit bees nest. Upon reaching the waterfa

select the rod and hold fire keep pressing the joystick left to attract a fish.

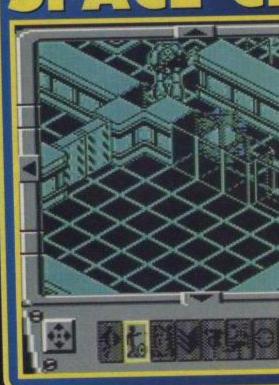
TELEPHONES

PICNIC BASKET

Use to phone helicopters that drop extra canoes or blow up obstacles, eg dar Use this to throw fish at ducks and other creature: the river. It also brings ca towards you if you lob a fi at them.

LEVEL 5

Waggle the joystick to stop yourself falling off the crevasse. Clyde Radcliffe starts tapping tunes or icicles above him. Just remember the order he ta them out and repeat the sequence.



Thalamus

One of the best 64 games of all time and Toronto resident Steve Guidi has discovered a secret stage.

On level 2 (torture 2), push the boulder into the snowball machine and wait 'til it falls on the demon's head. Quickly jump in the machine and walk to the right. You're confronted by a series of happy faces, which can be collected for points

— just avoid the ones that shake their heads back and forth or you exit the stage.



Another level full of rescues, this time save six skiers and another six who are trapped in snowballs. To get the climbing equipment, pull down on the joystick when you get to the hut with the smoking chimney. Only hold the climbing equipment before you get to the building, Max will climb up and get the trumpet. Select this when you meet the walrus guardian. Hold fire and waggle the joystick to deafen it. Jump over the obstacles which roll your way. Eventually the ice will break and the walrus will plummet through.

THE OBJECTS. FLAGS CHAINSAW

WATER PISTOL

CLIMBING EQUIPMENT TRUMPET

Extra time. Cut trees that are in your way. Save people in snowballs Climb up building. Breaks the ice under end-of-level guardian.

LEVEL 7

Maximus rolls down the mountain trapped inside a snowball. Contact with monsters slows you down. The smaller the snowball, the faster you roll. Collect snowmen to make the ball bigger and flags for more time. Eventually Max collides with some bricks at the bottom of the mountain and he's free!

LEVEL 8

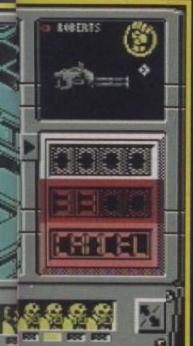
The final climb is in Donkey Kong style. Look under rocks for extra time and collect the worm creatures which sneak on from the left. These are fed to the chicks, and that's the game wrapped

CodeMasters

The Phantom Faxer's probably not a phantom at all, but a simpleton who likes dual identities. Never-the-less, the Sergeant Seymour — Robotcop cheat he sent should help those in need.

Load the game and when the titles appear type STEGTHESLUG (no spaces). The border will change colour and low and behold, infinite lives are yours.





Gremlin

Simon 'thirty-something' Swaby from Lincolnshire's been playing this alien encounter for hours on end, and during one night of hectic rolling (die rolling of course) he stumbled across a cheat which, he believes, is quite stunning. I happen to agree Simon, and call me insane if you like but I'm going to print it!

The Assault Cannon's by far the best heavy weapon. Follow these rules and the soldier carrying it becomes a one-man

army!

1) Get a re-fire by whatever means necessary (shooting at the most powerful target visible is the best way, you never roll enough!)

2) Once on re-fire, place the cursor on your own assault cannon (make sure you've got the right man!) and press fire, this resets the roll of the dice.

3) Choose an enemy and press

fire, both dice will re-roll (the cheat is now activated but place the cursor on your own man's square between firing to be sure)

4) If you roll double zero or use up all your shots, you should now find the Fire icon is still active.

5) Every time you click on your own assault cannon and then onto the enemy, both dice will re-roll and the Fire icon stays lit even when you switch it off (active and reselectable)

N.B THIS WORKS FOR ONE TURN ONLY, IT MUST BE DONE ALL OVER AGAIN, NEXT TURN, IF NEEDED.

Now all you need is patience; everything you shoot at dies horribly. It's best to activate the cheat before moving. Remember that not getting a re-fire turns the icon dark. Once activated, choose a position from which he has the most devastating field of fire. Simon says (no pun intended) that he cleared a room of all nasties in one turn but it does take ages, so persevere.

Alternative

Richard Beckett's become something of a regular in the tips pages, and he's back with some useful codes, this time for Reckless Rufus

Level 1-	No code	Level 71-	2046
Level 11-	4529	Level 81-	6170
Level 21-	8769	Level 91-	8723
Level 31-	6260	Level 101-	7943
Level 41-	0942	Level 111-	5707
Level 51-	3392	Level 121-	1365
Level 61-	9745		100000

Virgin

Many moons ago in issue 1, Michael Johnson sent a level guide to this face puncher, but couldn't quite complete it. Well Richard Green from Essex has, and he's gonna tell us how it's done, starting where we left off on level 7

LEVEL 7

Leave one man at the top of the screen to kee the dragon occupied while the other spells out ROSSETTA' with the stones (only one player needs to spell it). Now's the time to batter Hiruko To do this one player fends off the rockmen while the other lays into the annoying midget himself with flying kicks.

LEVEL 8

Behold Cleopatra, she starts off as a mummy, picking you up and throwing you around. There's only one solution - kick her in! She returns and sheds her bandages (wash your mouth out, this instant!). Death will pay a visit if she merely point at you, so be careful. Get in close and use flying kicks; the sooner you kill her the better, because she's a dab hand at throwing lightning bolts.

Mark Latham from Stoke on Trent came into this world clutching a Sly Spy listing. Type it in, save it then run it. Mark reckons this works best with the original version. Whatever, Mark, I hope your life is filled with all things pokey.

0 REM SLY SPY TAPE CHEAT BY MAL 1 FOR X=384 TO 420: READ Y: C=C+Y:

POKE X, Y: NEXT 2 IF C(LTGT)3651 THEN PRINT "DATA ERROR": END

3 POKE 157, 128; SYS 384

4 DATA 032, 086, 245, 169, 144, 141, 249, 003

5 DATA 169, 001, 141, 250, 003, 076, 167, 002 6 DATA 169, 157, 141, 128, 004, 169, 001, 141 7 DATA 129, 004, 076, 007, 004, 169, 025, 141

8 DATA 175, 008, 076, 041, 008

Stapled pages loaded with advice were submitted by Stuart Letham from Fife. Thanks for the work Stuart, I'm sure readers worldwide are sighing with relief at this very moment.

ESCAPE FROM THE ROBOT MONSTE

Domark

You just can't visit a planet without hostile alien beasts advancing toward you all the time

can you? The enemies in Escape From The Planet Of The Robot Monsters are brutal, so here's some advice for the first three canal sections.

First Wave: First left, next right, straight up. Choose middle route because it's easiest. econd Wave: Second right, straight up. Choose far-right route.

Third Wave: Go left straight away, then up, first right, first left, straight up and choose the end one again.

Hold down fire until you're killed. When you're reincarnated you'll be invincible, but only if fire is held down!

GHOULS 'N'

Enter WIGAN RLFC on the high score table followed by A for infinite armour and S to skip

Nemesis

Konami

On the title screen hold SHIFT/LOCK, and hit the space bar. Start the game and many a life is yours to waste.

Microprose

All right calm down! I know this game's a bit crusty, but it's one of the all-time classic C64 flight sims. Craig 'The Master' Ellis fancies his chances as a tips expert — well 'Master' you may have a dubious middle name but your help is of the finest quality.

DOGFIGHTING TIPS

The best manoeuvre is the Immelmann Turn/Split-S. This is very good if enemies are hassling your behind, just remember to increase the throttle to maximum — it wacks up the EMV and gives you the needed lift.

Try to get behind the opposition when fighting. head-on attacks aren't advisable because you're as vulnerable as they are.

Keep the cannon armed at all times and don't fret about being to accurate whilst firing, you'll be amazed at the flukey shots that can be made.

Avoid pulling off too many banked turns, the F 19 could well stall

GROUND/SEA ATTACK

Never attack a ground or sea installation at full throttle, you'll hit the deck - literally!

Take out any SAMs that are after you ALWAYS destroy the SAM's radar bunkler first as it makes the launchers easier to pick off. The same applies to airfields. You only need to put the control towers out of action.

Heavy turbulence is encountered if the Stealth flies at low altitudes.

When dive-bombing, ensure that the airbrakes are used (the flaps prove handy as well) otherwise you won't be able to recover in time.

GENERAL TIPS

It's best to eject over sea or friendly territory at 2,000-4,000 ft.

If fuel's perilously low, don't eject but climb to a very high altitude (30,000-40,000 ft should be sufficient) and glide home. When gliding get the VVI gauge to

show the descent. It takes lots of

practice to land like this, but a bravery medal's yours if successful.

Higher scores are gained when you select higher skill levels

Use the ECM only when necessary (make sure it's low, 2-3 lights) and keep a keen eye on the

Train regularly, it's surprising how your skill's increased.

Never eject whilst inverted, you won't survive.

WEAPONS

Cannon: Short range but easy to aim - just line up and fire.

Air-Air Missles: Both the Amramm and Sidewinder are good fire-and-forget missiles. The Amramm's probably the best of the two as it has a longer range.

Mavericks: These are slow but are definitely the best air-to-ground missiles.

Air-Sea Missiles: They're all pretty good. You get more penguins than harpoons but the harpoons have a much better range.

Bombs: Undoubtedly the best bomb is laser guided, the Rockeye 2. When using the smart bombs (laser guided) always remember to toss bomb them, or the target will be missed.

EXTRAS

MISSIONS

0

1-2

4-16

99

9-12

17'-23+

Extra fuel is always a wise idea.

When using the 135mm IR cameras, fly at 20,000

ft at low speed. When the prompt appears in the HUD hold down the fire button until all the frames are used.

instead of bombs.

Northcape is harder than Central Europe

To avoid missiles wait until they are very close and roll

like to thank everyone who sends playing tips but I can only do that if they include their name small fact someone in Lincolnshire forgot. Still, wasn't my error so I'll print the cheats anyway.

Gremlin/Kixx

This baby's getting on a bit but here is an object rundown

OBJECT FOUND USED Weight On machine I. Bloom Fertilizer After Flower Kill Graveyard Next to Bank In Museum Key 1 Key 2 Next to Graveyard In Bank Bomb Secret rooms in museum In Prison Flower

In I. Bloom Killer By flowers on Shed Soap Bank secret room Launderette Launderette On machine Clay Just micro Playskool and Horn Secret rooms in Museum On any cat

Police station

In bedroom

in the hallway

Playskool

Top of cupboard

Bank

PeashooterYour Bedroom

Just Micro On cupboard On cash machin In china shoppe On anybody Outside your Micro Put them

together to get

rank

Captain

Lt. Colonel

Brigadier General

Major

Craig would've included the missions for

Colonel but he hasn't got that far yet! Tut

tutt Craig, I thought you were a Master!

2nd Lietenant

1st Lietenant

Use Mavericks

Battery

Disk

Card

Player

upside down.

PRO BOXING SIMULATOR

CodeMasters

Passwords for boxers are Steady Eddie PARTY

TALON Dirty Larry UNION Deadly Dan

SWORD Fast Freddy Ronnie Razor LUCKY

SIM CITY

Infogrammes

Press F1 to reset your cash to £4000.

ST DRIVE 2 -HE DUEL

Accolade

Complete courses quickly, hold down D whilst accelerating.

System 3

Hold down B, U, N, T to pass onto the next level.

Once an item's been used, drop it from a shelf. Drop plates and vases to break them.

Use pea-shooter on anyone.

Once in the secret rooms, drop the keys to hold more objects.

Avoid ghosts.

Stand by the door in the 2nd playskool. Drop the clay when the green man appears.

Hi Tec

Level Passwords MAN DISK

15 20 25 30 35 40 DUCK GRIM TANK

GOLD COLD BANG

MUFC

1b

1d

1e

19

2a

2b

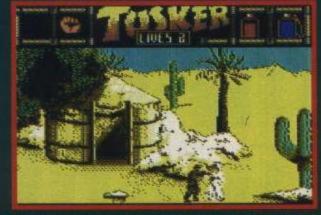
2c



Level Passwords

PRELUDE MAJESTY 2e REVENUE CITADEL MORNING 2g 2h FORESEE RESERVE AWKWARD FRITTER LAWLESS FINALE **ENLIVEN** 3b RATION CONTEST TOBACCO 3d ILLEGAL APPEASE TOCCATA Зе **UPSTART** 31 STUDENT OCTOGON **AVERAGE** 3g CHAOTIC PHOENIX

System 3



Tusker's been needing the Tipsters attention for quite some time now because Daniel Pagett from Powys has been pleading for advice, along with Midlander Becky Dixon. She too wants help with the elephant-related outing. Nothing annoys me more than people phoning me and asking for game tips, but one polite gentleman sounded deeply upset as he explained his Tusker problem, so here's the solution for you all.

Collect the necessary objects from the desert gun, ammunition (found in large box), acid bottle, knife and the water bottle.

To collect water have both the knife and water bottle displayed, then stand by a cactus



and stab it. Go to the cave entrance and enter the first lead-off cave. Punch and kick the chest to get a useful book. In the water. kill the alligator with the knife. Nip into the end cave beyond the the water and pick up the gold and

machete. If you use the book, stand in front of the

wall to display the screens which

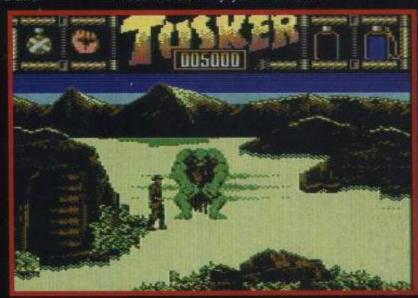
must be crossed. Exit the cave and hack away the bushes with the machete. Move into the jungle keeping clear of natives and monkeys. Use the acid bottle on the chains to free the slug. The slug will not be pleased by your activity, and if you stand in the way death will soon follow; don't bother firing though, it won't die.

The monster can be avoided by walking in broken steps - any in sequence will make it appear Keep clear of the pot by waiting for it to fall before passing. Get the key from outside the village and then enter that section. Walk through the hut to the left of the bouncing skull screen. Exit via the top corner and traverse through the inside of the village to the screen with the locked hut. A medicine bottle awaits collection. Go into the large huts through the door with the face above it. Move right collecting sling shot and matches in the alter room. Use the matches and punch the idol to burn it. Grab the orb using the punch movement. Enter the screen to the right of this and give the medicine bottle to the angry witch doctor (again use the punch movement). The chief will now stand up and you will see a key in the objects part of the status area. Exit the village and give the key to a native in the screen containing the sliding gate. Pass through the open gates, and it's on to the final

Collect the small gold nuggets found on the start screens (seven in total). Use the sling shot on the dinosaur before nabbing the nugget Enter the cave in the side of the mountain and move right to reach the temple. Punch the monkey with the nuggets to make it move back Collect water in the temple by a punch movement on the statue. Kick the door on the insect screen to release a spider. After the insects have disappeared, collect the icon on the floor. Pick up the object in the plant room (the plant can't be killed) and collect the hammer, chisel and plank from the next screen. Hit the alter in the room with the mummy using the hammer and chisel and the lid opens revealing a brown icon. Collect this with a punch and walk into the room with the empty table. Place the icons on the table in the correct order, they can be picked up again if incorrectly placed. Eventually the combination will be right and a door will open allowing access to the final screens. Put the plank across the chasm by crouching down. Walk over the plank and place the gold nuggets on the scales to stop it moving, the final door will open and the game's completed

And if that STILL isn't enough, this cheat will throw you onto the last screen with all objects in your possession..

On any level move to the screen right of the one after the first load, and walk to the bottom. Press fire on the joystick in Port 1





Beads of sweat trickled down my furrowed brow as I anxiously awaited. The blood curdling cry grew ever louder, erupting into gasping screams as the theatre doors opened and the patient was wheeled in. 'Help me Tipster, help me' garbled the stressed youngster, writhing in agony and frothing at the mouth. 'I can't defeat the end guardian, no matter what I try!' I calmed the child and quickly pumped an issue of COMMODORE FORCE into his veins. The chilling cries ceased, silence fell over the room. 'I know the answer!' he cried, 'I'm cured'. Acknowledging the child I replied 'Of course you are ya stupid sap, all game problems are solved at the Clinic', and that's where our story begins...

In issue 1 Paul Rollie wanted help with Dark Fusion. Well Paul, help is at hand because one thoughtful reader wrote in with this lives listing for the original Gremlin version.

0 REM DARK FUSION CHEAT BY ANDY 'THE BREAKER' PAYNE

1 PRINT CHR\$ (147): FOR I=272 TO 322: **READ AS**

2 L=ASC (LEFT\$ (A\$, 1)): L=L-55: IF L 3 R=ASC (RIGHT\$ (A\$, 1)): R=R-55: IF R 4 V= (L*16)+R: C=C+V: POKE I, V

5 POKE 53280, V: NEXT

6 IF C<>5456 THEN PRINT "ERROR IN DATA": END

7 PRINT "TRAINED FOR COMMODORE FORCE": SYS 272

10 DATA A9, 00, 85, 9D, 20, 56, F5, A9 11 DATA 1C, 8D, D0, 08, A9, 39, 8D, D1

12 DATA 08, 4C, 10, 08, A9, 31, 8D, 94 13 DATA 90, A9, 01, 8D, 95, 90, 4C, 00

14 DATA 90, A9, A5, 8D, EE, 0A, 8D, 98 15 DATA 16, 8D, 8B, 3E, 8D, FF, 3E, 4C

16 DATA 00, 07, 00

1 UP 20P TOP 7726

Poor Ben Downton; not only does he live in Kent, but he has no idea how to kill Baron Von Blubba in Bubble Bobble. Well lift yourself out of that depressed state Ben, David Panell (W. Yorks) possesses that very information.

Collect the bottle with a star on it. This lets you blow lightning bubbles which can be burst. Fire enough in Von's direction and he's history

Offaly is the official hide-out of Gary Guilfoyle, and he took note of the awful situation that Robert Fynes was in with Treasure Island Dizzy. Thanks for the help Gary, may dainty lambs forever kneel before you.

1. Get the shovel.

2. Go to the island and drop the snorkel and shovel.

3. Pick up the shovel and press fire.

4. Now get the snorkel and go under water to the bouncing rock and use the shovel again.

5. Make your way back to the island and collect the sharp glass sword before journeying back to the rock.

6. Climb onto one of the bubbles and you'll reach the second island.

7. Go to the grave and use the sword to fall down into a pool of water.

8. Walk to the shallowest part, don the snorkel and swim to the sea wall.

9. Pick up the dynamite and go to island 1 where you will find an infra red detonator.

10. Next, walk to the gold mine and use the dynamite and detonator to discover the gold.

Peter Owen from Hull is after help with Rainbow Islands. Peter's wondering where the secret rooms are, he has all the crystals but can progress no further.

Football management game The Double is giving Brian Edwards from Kent financial problems. If you know of any listings or tips to improve the amount of money your club has, Brian would be grateful.

And now a selection of short tips for a large selection games; these are the Force readers the made it possible! Paul Doolan (Lincoln), Neil Welsh (Lancs), Colin 'Skull' Tracey (Stirling), Robert Rae, Daniel James (Herts), Carl 'Cracker' Dickinson, and Marc Cobelli (Dorse Thanks for your letters of tips guys, if only more people would staple their stuff together...

RICK DANGEROUS

Firebird/Kixx

When presented with the high score table, type FLUFOMATIC to take your pick from previous leve

IINJA MASSACRE

CodeMasters

LEVEL CODE SNOW BEER 15 STAY 20 BARD 25 30 35 HOLE HUGE EASY WIDE

GHOSTBUSTERS

Activision

Enter your name as ANDY 777, Millions of pounds now line your wallet.

MONTY PYTHON

Tap in ANNE CHARLESTON. (with full stop). Dyin will be highly difficult as infinite lives are yours to

ETROGRADE

Thalamus

The phrase I HATE BROS can never be used enough, and it serves a great purpose in this ace jetpacking blast. Before loading, hammer in the words at the bottom right of the screen; if successful, the high-flying hero has permanent maximum energy



Andy Wain, a Worcester wanderer, has a tasty morsel of a cheat - in fact he's got a snack full

BATMAN THE

Ocean/Hit Squad

Reach the end of level 1 and wait until you have less than half your energy left. On your last life shoot Jack Napier. Lives are yours in infinite

0350000

Gremlin/Kixx

Hold down all the keys (give or take a couple) or the title screen. If you do it right, the game starts on a later level

FIHE SAME!

BOUNDER

Gremlin

For those in need of a helping hand and-a-half, hold down the keys 1, Q, A, 2, SPACE BAR. Day dream for 30 seconds, and the border turns grey. The guy responsible for this info, Robert Rae, clearly states that the cheat may not work for all versions — try it and find out.

BUTCHER HILL

Gremlin

Level codes:

Level 1 RATTLEANDHUM

Level 2 WIDEAWAKEAMERICA

Level 3 JOSHUATREE

In addition, type MAP. Surprisingly, this will reveal a layout of each section.

NEW ZEALAND STORY

Ocean/Hit Squad

On the options screen, press SHIFT LOCK. Get a book, cover the keyboard and push it down (so all keys are pressed — see, it does make sense). This causes the border to turn grey. Start the game, and by thunder the little fluffy chick has vast masses of lives. You may like to give the top-left arrow key a prod, as this whisks you away to the next level.

ARKANOID 2

Imagine/Hit Squad

This addictive ball-'n'-batter started drawing it's pension long ago, but to make it immortal type DEBBIE S (with space) while the high score table's displayed.

TEENAGE MUTANT HERO TURTLES

Konami/Imageworks

Just when I thought those pathetic creatures were well-and-truly gone for good this cheat arrives from the depths of the sewers.

Keep CONTROL, A, B, L, P firmly pressed for hulks of lives and energy.

HALL OF FAME

It's a tough battle to make it onto the tips pages, resulting in a lot of casualties. Here are the people who couldn't quite climb the battlements. David Garner ((Sedgley), Andrew Vibert (Jersey), Gavin Harris (Derby), Nathan Weston ((Blackpool), Craig T. (Edinbourgh), Nathan Jolly (Australia), Peter 'acidic' Lush (Midlands), Steve Price (Birmingham),

Richard Bernard (E. Sussex), Savage Animal (yeah sure!) (Kent), Colin Murray (Glasgow), Mark 'Mini' Forward (Midlands), Philip Underhill (Warwickshire), iRobert Rice (Co. Offaly), Christopher Nevill (Maidenhead), Martin 'scrappy paper' Edgar (Scotland), Adam 'I love England, honest!!' Pedley-Smith (Australia), Mattew Brown (York).

DOUBLE: DRAGON 2 Virgin/

Mastertromic

When informed to "zero counter", turn over the tape and press space. Play the cassette and the last level will re-load, player one has a hauge amount of lives.



FUND WAR

All good things come to an end; the sun sets, the pub closes and my excuses for being late run dry. So it's time to tuck up the tips column with a hot water bottle and a couple of pop tarts and lay in wait 'till it rises once more. If you're in possession of a cheat which you believe will be appreciated by several thousand readers then blow caution to the wind and send it in. Don't include SAEs demanding a personal reply though, we just don't have the time. The more original playing tips the better (please, no more Dizzy requests or solutions, they've been mapped and cheated to death!) the brightest will earn an Action Replay cart so get working and sling it all to: The Tipster, COMMODORE FORCE, **Europress Impact, Ludlow, Shropshire SY8** UW. Finally a quick mention about a lad called Aldan Wallace - I like being sent tips, but not ones that have been ripped out of other Commodore mags, and I mean ripped out literally! Dear oh dear Aldan, the mind boggles at your actions.

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FRIO GORINGS

SIMPLY LIGHT YEARS AHEAD!



Who are The Beatles anyway? **BASH THE** BARBARIAN hasn't got a them to an axe with no away, Bash!

BO D

y Crom the mailbag was full this month, with loads of poor souls looking for a helping hand. Here are a few pointers anyone else needs assistance, send your mail to BASH YER BRAINS, not the letters section. Keep your swords sharp and your little brass lanterns shining brightly

James O'Donovan of Cork, Eire wrote in with a whole list of problems he has been having with recent covertape games. Here's his list ...

atalan

Q. How do I cross the gorge?

A. Chop the tree with the axe AFTER you have cut the bamboo. You will get a nice large log to put over the chasm.

Q. How do I kill the snake?

A. Try playing it a tune. It won't kill it but it might just frighten it off.

Q. How can I open the oyster shell?

A. With the trident.

BLACK KNIGHT

Q. How do I get past the dwarf?

A. If you examine the barrel/cask in the Tavern you will soon discover there's a hidden room behind it. Under the debris in that room you will find a grid. If you smash it with the hammer you'll find what he wants.



Tony Collins
of The Guild has kindly offered another special discount for

adventurers — you can now buy **NIGHTMARE** and **NIGHTMARE** 2 for only £3.00, a full quid off! Send your coupons to The Guild at the address below, and please state tape or disk.

Please rush me your twin pack of **NIGHTMARE** and **NIGHTMARE** 2 at the special price of £3.00.

Name Address

...... Postcode Q. What's clinking in the cellar under the trapdoor and what is the cleft in the tree for?

A. Two problems solved in one. If you look in the cleft you'll find a Lodestone — a medieval name for a magnet!

Q. How do I milk the cow?A. Get the stool, bucket and bunch of daisies from the village green. Give the daisies to the cow and she'll let you milk her.

How do you get the cat back out of the well? Tommy Stout will help you. He's in the bell tower. Ring the cow bell and he'll race to the well.

If you talk to him at the well and give him the rope he will rescue your cat.

Q. How do you help the sheep?

A. Never heard of Baa Baa Black Sheep? What do you mean 'They are all white?' The tin of paint in the haystack should do the trick!

D. Hall of Salford, Manchester is also having trouble with SHYMER and wants to know how to get the Spider to Miss Muffet. The solution is to climb the Scyamore tree where the spider's lurking and (making sure you're wearing the gloves), GET SPIDER. Climb the Oak tree above Miss Muffet and DROP SPIDER. It goes to work and frightens Miss Muffet away.
Sean Roblett of Dunstable, Beds is

having loads of problems with the dragon in THE PAWN. The dragon can be sortedout if you SHINE WHITE ON SHAPES, POINT TO SHAPES. GO NORTH

Mrs Beddis of Bury, Lancs writes to ask where she can get hold of a golden oldie called THE HOBBIT. It's very difficult to get many of these good old adventures these days — try the second hand market.

My advice anyone on the look-out for older games is to subscribe to Adventure Probe Magazine. This contains an In-Touch column where you find lists of second hand games for all computers. These are all originals and in good condition, and the prices start at a mere 50p each. It's also a good place to swap or sell your old adventures when you've finished with them.

clue, but if they cross him he'll introduce

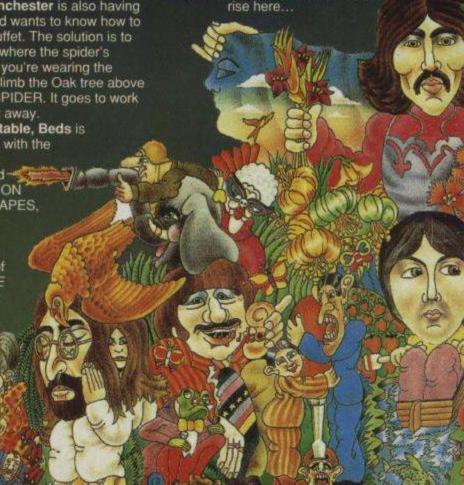
strings

Take it

attached...

Advertisements in the column are free to subscribers, and the rest of the magazine's a great read too! I've read Adventure Probe since it started way back in June 1986, and Crom knows I can't praise it too highly! It comes out each month and costs £2.00 per

Finally, a message to Kostas Tsourinakis of **Greece**; Get yourself some glasses pall The first issue of COMMODORE FORCE didn't say I was 'big and bald', It said 'big and BOLD'I I've sharpened my blades just in case someone's taking the



A COMPANY OF THE PARTY OF THE P

THE SILE

• FROM LEE MORRALL

THE BIG SLEAZE

Find the dame at Brooklyn Heights. Avoid Ben Durr in the toilets!

MINDSHADOW

- Pt3 Give the girl your hat, but don't forget to collect it!
- Pt4 Duck to avoid the dart!

HAMPSTEAD

■ To get the bracket go N, E, E, NE, E, E, NE, N from the entrance to the industrial estate. SW to get back again.

WOLFMAN

Close your eyes to avoid the temptation to kill.

JACK THE RIPPER

Use the pedestal to exchange objects between itself and the crack.



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BEATLE QUEST

Number 9 Software £4.50 cassette/disk

his adventure (written on The Quill) has nothing in common with the creepy-crawly type of BEETLE, but an awful lot to do with legendary pop group THE BEATLES. For those too young to remember, The Beatles were the most popular band of the 1960's

the most popular band of the 1960's, causing mass hysteriia

wherever they went and later becoming the first band to be awarded the OBE. Sounds like a good theme for a game...

Beatle Quests a large adventure, with around 150 locations. After the opening scene (set in the Mists of Time), you wake in a seedy bedsit in the heart of Beatle Town. You soon find yourself taking a bus to Penny Lane (hope you have as much fun with the sheep as I did)(come again?—Ed), visiting the old school, taking a trip to the circus, riding on the helter skelter and visiting many more weird and wonderful locations (recognise 'em, pop pickers?).

A must for Beatles fans, perhaps it's a little tricky for younger adventurers as all the puzzles, plots and counter-plots relate to Beatles song titles and lyrics. Most of the location descriptions are taken from Beatles lyrics, and a knowledge of their extensive range of hits is almost essential to completing the game. Featured songs include When I'm 64, Yer Blues, The Continuing Story Of Bungalow Bill, With A Little Help From My Friends, Love You Too, Strawberry Fields Forever, Lucy In The Sky With Diamonds, SGT Peppers Lonely Hearts Club Band, I Am The Walrus, Penny Lane, Glass Onion and The Fool On The Hill. Getting

into the game's extremely difficult at first, as after the first few moves two of my most dreaded hates reared their ugly heads — being told I'm hungry and the evil Sudden (and illogical) Death Syndrome, the bane of bad adventures. You only have a few moves to solve a

particularly nasty
problem before
'Maxwell's Silver
Hammer comes down
on your head', (more
Beatles lyrics). This
puzzle's so bad I'm going
to break my own rules

and and print a clue within a review, albiet backwards. In the MOORHTAB, you must MOOR HCRAES to find an item which (and don't ask my why) keeps death away. There's another sudden death in the bedsit, where you find a beautiful girl sleeping. I couldn't find much to do with her, apart from something rather naughty, for which I got killed! Serves me right I suppose, but when you're stuck you should try everything.

The need to eat comes into play after very few moves. You're told you have 'the hippy, hippy shakes' — doing something unusual to the telephone should help you out there. If you do everything right within the allotted number of moves, you'll soon 'Picture yourself in a boat on a river, with tangerine trees and marmalade skies' It's from this point that the game opens out.

First released way back in 1985, it's now been re-released by author Garry Marsh of Number 9 software. Garry's obviously a real Beatlemaniac and there's no denying a sound knowledge of Beatles lyrics helps the player no end, though I only know a few myself and I managed to complete it eventually. I've mixed views on the adventure as a whole. On one hand I enjoyed parts of it very much indeed, but on the other, two sudden death routines right at the start and the limited number of moves allowed to sort out the problem almost made me throw it through the window! It's a tough adventure, and because of the Beatle theme it could prove a lot of harder for non-geriatric adventurers. However, if you young 'uns want to see how we oldies cut our adventuring teeth way back in 1985, then try it!



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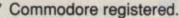
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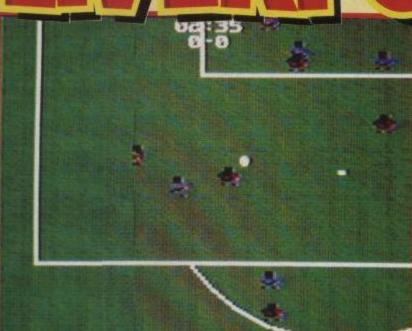


WILLIE WELLE

Howdy doodley doo, it's preview time again! Read on, you charilesome chewits, MILES 'WHOLE NEW BALL GAME' GUTTERY has the lowdown on a couple of sporty sims coming your way in the next few months...

ALAMERICAN BASILES BASILES

I E E COL



Grandslam

he name Liverpool
conjures up different
images to different
people; dockyards, The
Beatles, the Boswells and, of
course, one of the most famous
and successful footiball teams in
the world — Tranmere Rovers!
However, in the shadow of those
Merseyside giants another side
has achieved a little success of
their own. Known simply as
Liverpool, a couple of European
cups and a league
championship or sixteen are just

a few of the things littering their modest trophy cabinet. Now Grandslam are offering you the chance to help them to more glory — let's face it, you couldn't do much worse than Graeme Souness (all death threats to the Dep Ed please!).

The game boasts a fully digitised intro, and all relevant competitions (domestic and European) are to be included. There are even referees of

differing ability and strictness!

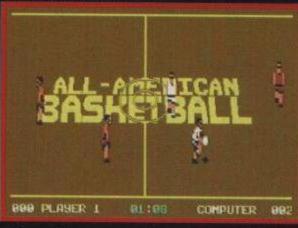
Played using the overhead view style with a full compliment of kick directions and headers. the game promises to be (quote) '...at least as playable as the sixteen-bit versions of Kick Off. We can but hope (I hope NOT have you played Kick
 Off? — Dep Ed). You can even argue with referee's decisions, but be careful - remember those prettycoloured cards in his pocket. To add interest and depth there's a management element as well, involving team selection, injuries and up to four-match bans for any budding Vinnie Jones's out there.

Liverpool looks like being the most absorbing footy fandango yet on the 64 — look out for a full review soon.

graphi as

Zeppelin

etball! I mean, it was hardly considered 'right-on' at school was it? But... (but, BUT) introduce dribbling (Yeurggh), swap the schoolgirls for eight-foot-tall blokes (Aaaah), replace the PE skirts with muscle tops (Not the skirts as well), and the all important last ingredient, a slight name change. Hey Presto, Basketball, Hipness found!

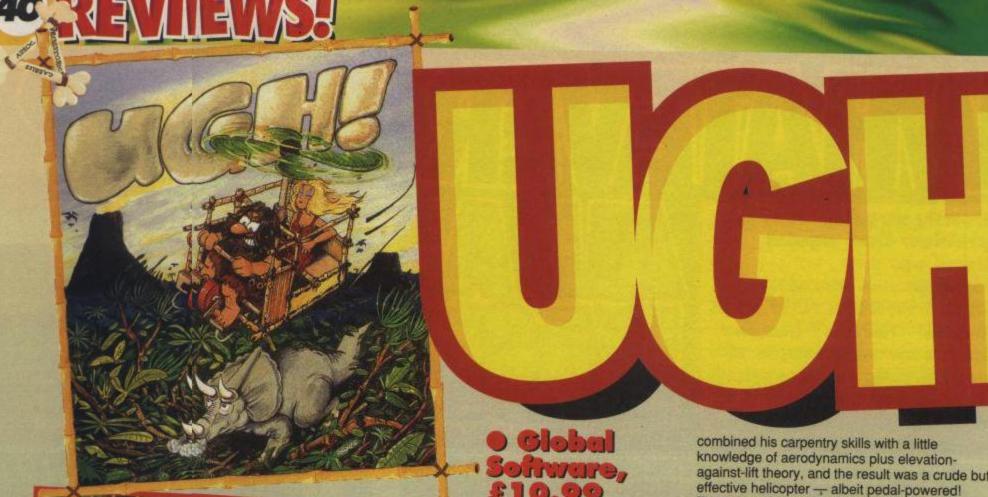


Fans of the sport may have noticed a less than overwhelming number of simulations available for our 64k friend, but fret no longer — Zeppelin have the answer to your prayers in All-American Basketball (small cheer...).

Played to standard American rules, the sideways-scrolling action will include free shots, penalties, etc. as well as variable strength passes and shots. Tournaments can be entered, team strips changed, and you can take on a friend in two-player mode too. All in all, AAB looks like being a worthwhile addition to any sports sim enthusiasts collection. Review next ish!



C-FORCE No.3 MARCH 1993



wants cave 3 - dive! (Maybe I should build a submarine)...



• Whoopie, it's the two-player troglodyte formation flying team. Choppers away...



middle-class cave on the better side of the mountain and enjoyed a contented existence. Contented, that is, until something

terrible happened — he fell in love! No longer could he spend his days lazing around the cave or clubbing passers by. With love comes responsibility, and sure enough the light of his life was soon demanding a new washing machine, vacuum cleaner and dinosaur-skin rug (women, eh?). Not wanting to lose his new found babe, there was only one thing for it - he'd have to earn some money!

selle, £15.99

Since the dawn of time

mankind has dreamed of

became reality — MILES

'AND THE WORLD MILES

WITH YOU' GUTTERY

reaches for the sky...

flying! For some the dream

gh was a happy man. He lived in a tasteful

In prehistoric times career opportunities were very limited. Undaunted, our entrepreneurial ancestor came up with an ingenious scheme to rustle up cash. Noticing how his lazy neighbours hated walking, it occurred to him that if he provided a transport service (for a small fee of course) he'd clean up. All he needed was the right vehicle for the job!

Being a practical kinda guy he



That's how the world's first airborne taxi service came to be.

begineth the

Ugh!'s made up of a series of single-screen levels, each containing a number of platforms. Intermittently a caveman will emerge and tell you which of the (numbered) platforms he wishes to visit. You take the role of Ugh and control his contraption, helping as many fellow cave-dweller as possible. Be quick though — if you leave them hanging around for too long they won't pay.

Even on the early screens the helicopter's trick enough to fly due to the heavy inertia it generates Later things get seriously hair-raising as the computer throws in various dinosaurs and obstacles to hinder your progress! Peddling's tiring work, so keep your energy bar topped up by dropping a boulder on the trees and munching the fruit it dislodges.

Having seen a demo version some time ago th arrival of Ughl was eagerly awaited in the office. When the big day finally came we fought amongs ourselves for the honour of breaking open the packaging and loading up. A mixed

When you cast your eyes over Ugh!, first impressions are very commendable. But even though the graphics may be detailed, (the shimering water effect is fantastic) play soon becomes very frustrating. The most sensitive joystick movement is required; thrust the stick around and the propelled elevator careers through the platforms into the water. This would prove challenging but later levels are beyond comprehension — time a dive wrong and you're stuck underneath a ledge waiting for the caveman's energy to run out. Ugh! is a great and original concept, but when addiction leads to annoyance you soon look elsewhere.

REWES



reception followed. It's an original idea, but it's hindered by some seriously frustrating gameplay — one small slip can mean having to start the screen all over again! Thankfully a handy password system's included, avoiding repetition of screens. Nevertheless the office Commodore did well to withstand a verbal battering that was (to say the least) very heated!

If you're looking for a game that takes time to complete, then *Ugh!* certainly provides

a stiff challenge. Those with a low frustration threshold should think seriously before they buy.

Despite a few niggles, *Ughl* is a highly original game which should provide a great challenge as long

as you are willing to persevere...



Thought for the day
 if Miles grew a beard, he'd look just like
UGH!

378%

• Ugh! could've been

a HURRICANE HIT, but it's seriously marred by appalling presentation and gameplay flaws. For example, if you hit a platform too hard you die — fair enough, but why do you fly straight through it and disappear off-screen, which then flicks to the intro page? a smalli explosion wouldn't have gone amiss. Also, when you run out of energy the screen also flips without warning, or any indication of what's happened. This may not sound too annoying, but believe me it is — it gives it a tatty, unfinished look

gives it a tatty,, unfinished look.
Worst of all is; the horrendous, insane difficulty level. Your energy runs out so quickly it's umtrue! To make matters worse when you 'bomb' a tree to get fruit it often bounces off the screen, and even if it doesn't your have to be damned quick to get to it before it vanishes!

Ugh! is undowbtedly good, but by no means great. Iff they'd invested a little more time (developing the

little more time (developing the product it'd be sa killer, but as it stands it's a boit of a wasted opportunity (sobs).



effect — it's a pity other aspects of the game look half-finished and prehistoric!



* Did you know 'Taxi' is a song by the late, great Harry Chapin? (No, but I know you're running out of ideas — Ed)



C-FORCE No.3 MARCH 199

42 REVIEWS



• CodeMasters, £3.99 Cassette

The potato's back! With the debate as to what the Codie's latest superstar actually is still raging after several months, MILES 'SPUDGUN' GUTTERY takes a look at his latest epic...



game into bite-size

pieces accessed through level codes is a neat idea, but apart from that it's just more of the same.

Dizzy Seymour arcade adventures have always been pretty similar, but up 'till now they' ve always taken the genre one (small) step forward. Prince Of The Yolk Folk was as large as it could possibly be, so the Codies wisely concentrated on their new level system and better graphics with Crystal Kingdom. Wild West Seymour's a step backwards — a shameless Speccy port, it runs almost as slowly as the early Dizzy outings, and the problems... solve one, you've solved "em all!

If Codies arcade adventures are to excite again, more attention must be paid to the design. Let's have a more involved manipulation system, one that allows you to use objects in your inventory on each other. Let's have more complex problems, not just bog-standard ones. Above all, let's have a bit more depth. Part of *Dizzy/Seymour's*

charm was it's simplicity, but having been done to death it's begining to grate. Maybe it's time for a change of outlook.

54%

fter a brief flirtation with saving the environment in Super Seymour and a short lived career moonlighting as a policeman in Sergeant Seymour — Robot Cop, Seymour's back where he belongs — in the movie biz! His latest project's a sprawling western, but (as usual) production has run into a plethora of technical hitches before it's even begun. Most of the problems are down to the devious tricks of the evil El Bandeeto who (for reasons best known to himself) is determined that the film never makes it to general release!

The fiendish villain's thrown the studio into uproar! No one knows where the script is, and worse still important equipment's been hidden or mislaid. To make matters worse the film crew have gone off to search for the missing items, leaving poor old Seymour to sort it out on his lonesome! One or two of the studio staff are still hanging around, such as Claire the receptionist and Pete the camera-man — they seem to have problems of their own, but help them out and they give you a useful object or a clue in return. Having rectified the turmoil at HQ it's off to the States to begin shooting (the movie, silly).

Act two sees the hapless vegetable rushing to

"I'll 'ave you Butler!" — Codie's own spud-u-like could be just the ticket for budding arcade adventurers. Ding ding! catch his train.
Unfortunately he has no ticket, he's lost his wallet and the train is almost due to leave.

Train Of Thought

On to act three. The evil El Bandeeto's sabotaged the train (What a rascal he is, eh?), leaving Seymour stranded in the desert! Cue more puzzle solving and careful exploration of scenery.

After getting the train back up and running, our hero finally makes it to the final section — the film shoot!

When Seymour first appeared it seemed he was to be Dizzy's successor as Codie's standard bearer. After a couple of simplistic but playable arcade outings and an inferior Dizzy-esque arcade adventure, his credentials aren't

THE ENGIN

• Naughty Seymour — how dare you suggest that the young lady would drop one in a sacred temple!?









particularly overwhelming. Whereas Dizzy was a little bland and colourless, the games he starred in were full of character! Seymour, on the other hand, is just plain annoying! His world is graphically dull, and to add insult to injury his latest starring roll is a blatant Spectrum port that makes no attempt to utilise the superior colour capabilities of the C64. Unlike Codie's earlier arcade outings, Wild West Seymour's

made up of four stand alone sections accessible by a rather spiffy password system: Having completed a section you don't have to go through the rigmarole of solving the same old puzzles every time. In this respect the game borrows from the recent Crystal Kingdom Dizzy. The essential difference is where each of

CKD's levels is a respectable game in it's own right, the sections in WWS are tiny, only ten to fifteen screens long! This

stuff.

means they're laughably easy, making Wild West Seymour a complete non-starter in the lastability stakes.

WWS was initially sold as part of a compilation and as such was okay to wile away an hour. As a release in it's own right it really is a disappoint-

(1)

ment. I usually find this style of game highly addictive and very rewarding to complete, but the only feeling I had on completing WWS was immense relief that I wouldn't have to play it again! Strictly movie



Codie puzzle/arcade games would look different to the Spectrum versions, but low-and-behold they don't. Wild West Seymour's no exception — the graphics are stale and watery, especially the main sprite, and 'attention to detail' must've been erased from the menu. The puzzles are quite tame, each needing little thought, and after a few plays it's all sorted. The majority of time's spent judging Seymour's leaps! If only he could change direction in mid-air, I wouldn't have swore half as much! There's a remarkable resemblance to a certain egg-shaped character, but the yolk's adventures are far better in content. Seymour's home ground should be on a

compilation, but in the vast universe that is the C64 market, as a stand-alone game it'll struggle to gain



DRAB BACKS, WELL ANIMATED (IF CLUM SY) SEYMOUR SPRITE

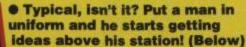
GOOD, ATMOS-PHERIC TITLE TUNE TO BOP TO!

IT'S INITIALLY QUITE PLAYABLE ENOUGH

PLEASE ROLL ON DIZZY VIII, ALL IS FORGIVEN!



C-FORCE No.3 MARCH 199





 Now that Seymour's off the waggon, does it mean he'll be getting Dizzy? (Sorry!)



wrestling's acquired something it



D CodeMasters, £3.99 Cassette

Who can deny the positive cultural effects Sky TV has on our green and pleasant land? Such delights as Danish 3rd division soccer, The Simpsons and of course that wonderful (and totally unchoreographed, honest) dancing spectacle known as WWF Wrestling! MILES 'OIL MOIDA DA **BUM' GUTTERY grips his** grapple and takes on allcomers...

remember Big Daddy and Kendo Nagasaki. The goody and the baddy — you knew where you stood with those guys. Suddenly, though,

lacked in days gone by - heaps of hype, inspiring a legion of Tshirts, videos, slippers, bog rolls, you name it! The stars of the sport' even recorded their own single (number 4 in the charts at the time of writing). The big question I can't help asking is if these huge muscle-laden prannies are so damned tough, how come they go down without even hitting each other? Watching too many Frank Bruno fights I suppose..

After Ocean's excellent officiallylicensed release, the Codies have jumped on the bandwagon with their own computerised representation of the sport. For maximum realism the game comes complete with a jar of false sweat to rub all over your body, a vast amount of jewellery to ponce around in during pre-bout interviews and a generous helping of Patel's 15megaton nuclear curry to give your voice that rasping macho tone. Actually that's a lie, but the game does attempt to incorporate most other essential elements of this great American institution. There's the incredibly condescending and excitable commentator (who bears an uncanny resemblance to Ronnie Corbett), a range of mouthy and unpleasant opponents and the obligatory slanging match prior to the fisticuffs.

You Grunt, I'll Groan...

On to the fight. The player has a number of moves available to him. A punch (very weedy), a kick (slightly better) and if you run very fast against the ropes you can bounce off and give the other guy a right thraping in the head (well smart). You can even climb onto one of the posts at the corners of the ring and jump on him! Occasionally you get into a grapple, and then it's waggling time. Shake the joystick left and right like mad in order to lift your opponent above your head, then press fire to chuck him to the ground. When he's down, jump on him and try to stop him getting back up. When he pins you, waggle again to throw him off. Each wrestler has an energy bar, depleted when hits are sustained - the lower it gets, the less chance you have of breaking a pin.

Fight games are almost invariably better when

Okay, so this shot looks like an outtake from a dubious Swedish video but then so do half the wrestlers!



The Ring Master death-defying (inducing?) le seems likely to impress the ref... who looks disturbingly like Ronnie Corbet!

played against a human opponent, so it's curious that the programmers have neglected to include a two-player option. It's true that the number of moves is limited, but I personally didn't find this offering quite as dire as the others did. OK, so you feel like your arm's going to fall off after the

second bout (the waggling is strenuous to say the least), and the lack of head-to-head action's a bit of a slam in the solar plexus. Even so, if you're looking for a wrestling game and can't afford WWF then Wrestling Superstars is alright for

a bash



GRAPHICS SPRITES ARE

CHUBBY BUT SMOOTH A CROSS BETWEEN

A RAILWAY STATION AND A PUBLIC BOG

RESPONSIVE CONTROLS MAKE IT EASY TO PLAY THERE'S NOT MUCH HERE, I'M

Gone are the days of TV wrestling on Saturday afternoons. The cumbersome Giant Haystacks using his perfected buttock-press on the equally large Big Daddy, and the placid commentary of Mick McManus — 'Oh, what a beautiful half Nelson'. I never knew what a full Nelson was, let alone a half one. Grappling these days is a much hyped affair, owing more to glam rock and mime artists than anything else. It's painfully obvious that Wrestling Superstars is trying to cash in on the vastly popular 'sport' from America, but competing against WWF will prove a hard fight, especially when so few moves are included. What really kicks it in the turnbuckles is the amount of joystick waggling required. All in all, it's a shot of steroids in a deflated pectoral.

• Atlantis, £3.99

Nowadays it may be a certain Iraqi dictator's hide-out, but long ago Baghdad was a mystical place. While Sinbad tackled one-eyed ogres, wealthy kings regularly held parties in honour of themselves — CHRIS 'SHEIK HERDER' HAYWARD visits John Menzies to find the ruler....

he air of Baghdad is tinged with excitement; at noon, you (the ruler of the city) must hold high the legendary sceptre, so claiming your right to rule over the land and its people. Of course, ceremonies never quite go to plan, especially when an evil wizard plants monsters and beasties all around your castle in an attempt to stop your public appearance and tries to seize the sceptre for

Because of ol' wizzy's interference, Baghdad's all of a dither. For starters, everyday objects have grown in size - some even gained a life of their own! The only way to undo the wicked one's work is to

A conversion of the ancient Speccy game of the same name, Sceptre Of Baghdad casts you in the roll of a distinctly stout turbam-clad chappie. Yomp around the fllick-screen landscape, collect objectss, solve puzzles, hitch a ride on a maglic carpet, eat your shorts and don't have a cow! The crux of the game is finding the right place to put each object, and this is where the game falls down. Sorme of the puzzles are far too obscure. Læteral thinking's one thing but c'mon, somme of this is ridiculous! Still, clear, colourful graphics and excellent sound make Sceptre a mildily enjoyable 6 wander.

clean up the city using your wit and intelligence (your what? - Miles), which basically means collecting objects and solving problems in the usual arcade adventury manner. By combining items different results occur, such as waking a helpful genie or revealing a hidden room. The monsters you encounter also need taking care of, but the slaying can't commence until the correct items are found. Medusa can only be destroyed using (deleted - no clues here - Ed), but you need to complete a bonanza of puzzles before it can be grabbed, and so on. Tidy up the city, degiblet key monsters and the sacred sceptre ceremony can go ahead as planned.

Dated Dealings

Sceptre Of Baghdad was originally released on the Spectrum in 1987, so it's inevitably dated a bit since then. Still, if it needed tweaking it couldn't have been tweaked better — the sound's nothing short of outstanding, with several different melodies moodily setting the atmosphere. The graphics are bright and colourful, but I got an uncanny feeling of deja vu. The energy status resembles that in Sabre Wulf, the ancient Speccy game, and on many a screen I cringed at the nightmarish Spectrumy sprites. The central character's questionable, looking like a Rastafarian with no style, and the animation's also puzzling the Caliph swings his arms and slides across the floor like a curling stone on concrete!

No matter how bad other factors fare, playability must shine through, and yes, you know what's coming next — the playability is quite sad. Now don't get me wrong, these





put that Supergun...?" asks our Arabia hero. "I must ask that nice Mr Major!" exploration/collect-'em-up games usually entertain

Searching untouched territory and solving complex problems proves fun, but only when the problems make sense. A lot of items aren't actua used as such, just swapped for other objects. Th is fine when using the insect net on the spider, b who in a sane state of mind would think of swappir a coconut for a mirror or exchanging a carpet for pair of slippers? (We'll let these pass - Ed)

It's this impossible predicament that opens a gaping wound in the belly of a possible winner. Salt's rubbed into the festering sore by the whimsical amount of lives you are given. Dying when 80% of the puzzles are solved inspires screams of frustration, and with only one restart point (incidentally, I couldn't find it anywhere) exploration soon becomes a chore. Anyway I may as well try and finish it... oh dear, I should have swapped the armour for an egg whisk.

Tut tut.



PLENTY OF OPTIONS

SLICK BACKGROUNDS, HAMMY SPRITES

AN AMAZING 25 SENSATIONAL SOUNDTRACKS

SURELY BAGHDAD'S INTERESTING? ILLOGICAL PROBLEMS LEAD TO

C-FORCE No.3 MARCH 199



• Admiral Software, £7.99 Cassette

CHRIS 'TARDIS
TROUSERS' HAYWARD
cares more about nurses
than doctors, but the
thought of fighting laserwielding dustbins is
enough to make anyone
grab a sink plunger and
become a Timelord...

or many years mankind has strived to communicate with alien intelligences. So far the only results have been



No, it's not possible! Surely not even the dastardly Davros is low enough to waste a great licence by putting out a fourthrate scrolling shooty... (after making it past the first section) - phew! The game, in fact, is a very large and rather difficult map-'n'-search-'em-up with plenty of Daleks and other baddies to keep you on your toes. Commendably the programmers haven't simply chucked out a slap-dash program that plays like it was put together in twenty minutes, knowing it'll sell solely on the strength of the name. Dalek Attack's a well thought out and challenging arcade adventure, and a real winner in the lastability stakes with heaps to see and explore! This one should find ts way into any self-respecting C64 owners game collection. Pity about the silly first level though...

multi-million dollar movies and dubious corn circles of which the farmers deny all knowledge (though they're all too eager to collect money from Japanese tourists). Real alien forms are a far cry from the cutsey ET expectations of the human race. because what really lurks in the depths of the cosmos is a cruel, callous race of metallic megalomaniacs, the dustbincloned Daleks. The earthlings are quite unaware of the evil breed's intentions (conquering the universe, exterminating all life, etc) but way up in the stars a meeting of the Timelords is under way. One man volunteers to put an end to the Dalek's reign of terror; Doctor Who!

Ol' Who's not your normal, run-of-themill GP, but a time-travelling do-gooder who always attracts female assistants and transforms into a completely different person every time the lead actor demands a pay rise! You control both the Doctor and his assistant (one each in two player mode) and must wipe out the meddlesome mutants from various Earth cities as the Daleks begin their invasion. Free each city and it's onto the planet Skaro to defeat Davros, the twisted, malevolent leader of the Dalek force. Occupied London is Who's first stop — using a pair of hover pads. the duo must enter the Dalek-dominated city via the sewers, speeding through the tunnels, rescuing imprisoned humans and blasting vicious Robomen, Orgons and the rest of the

2 1004000 000000

 Sylvester McCoy meets the killer pepper-pots with attitude! The deadly Dalek invasion is upon us, and only one man can stop it (I wonder WHO?)...

hostile bunch. This first stage is a horizontally scrolling shoot-'em-up which is odd really, 'cos the other levels are of a platform nature where you must roam around different cities, freeing the captive public and collecting power-ups to destroy the Daleks. Play switches between the Doctor and his assistant each time one ducks into a building or loses a life, or alternatively by a quick smack on the space bar.

I know ol' Who can be a pain in the neck at times, but surely there's no need for this? Perhaps he's realised the Dalek invasion will only last until the first stair-



Marvelous ASTERpiece? The Daleks used to scare the buzzards out of me all those long years ago, and the Doctor Who license is meaty material for a stunning game. As expected, though, Dalek Attack ain't quite what it ought to be. The first level's not particularly

good; a silly shoot-'em-up with the Doctor wobbling around in a shopping trolley. Thankfully the remaining stages are much better, leaping around on roof tops and swinging about on drainpipes. The hostages must be rescued before entering the next level, so every nook and cranny

needs exploring. The Daleks are impossible to kill with the normal gun, so look out for the laser and grenade power-ups. The two player interaction's novel but switching between players results in a lot of confusion just when you figure out where your character is, you get fried by a Dalek. On reading the instructions you think the features are really dandy, but half don't seem to appear! I scanned high and low to find K9, but the



cybernetic mutt must've wandered into orbit - he's certainly not in the eight-bit version. Also promised is a search indicator, apparently revealing unseen objects, did I find any? Did I Bonnie Langford! After all this criticism. Dalek Attack still climbs from the pile of verbal

 Cycle helmets that sprout legs and walk? Perhaps Who should trade in his ridiculous titfa for one...



 Attackof the killer Zimmer frames from hell... a sci-fi- 'B' movie? Nah - when they're biting your legs it's all too real!

abuse and lifts its chrome dome above the rest. I get the impression this is only the beginning of a Doctor Who game series (surely they wouldn't leave the laughable Cybermen out of it?) because with a teaspoon more thought, any sequels would be

thing to

out for!

watch



perfect by any means, but it's certainly got a lot going for it. The graphics are clear and crisp, it's nicely presented, and with five long levels you won't be finishing it in a hurry! The end-of-level guardians are also impressive, as are the silkysmooth controls.

On the negative side there's nothing here we haven't seen before, and I can't help feeling more could be done with the license. For all it's lack of originality though, it's well executed and pretty playable.

Congratulations to Admiral on launching a full-priced label without charging over a tenner a game

games of this quality at these prices should be encouraged. Nice one guys!









HOOKABILITY III SEARCH THE CITY
'TILL YOUR HEART'S CONTENT LASTABILITY I THE FRESH IDEAS GO





C-FORCE No.3 MARCH 199

48 REVIEW

DAL DAL DE LA CONTROL DE LA CO

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O Prism, £2.99 Casselle, £3.99 Disk

Walking round a castle accompanied by a bird? Sounds like an invitation no sane man could resist – that's why CHRIS 'IN TWO MINDS' HAYWARD flatly refused.

atman and Robin, Crockett and Tubbs, Hudson and Halls — terrible twosomes are always popular (apart from Hudson and Halls, who are just terrible), and in this two-player outing the lead players are a dwarf and a bird. The bizarre couple like to rendezvous at weekends and meander around a castle gathering treasure and shooting horrible creatures that might hinder their fun. They can walk round by themselves (which is where the split screen comes into action) or team up, a map of the castle taking over the lower screen.

(Very) gruesome

Now the plot's out of the way (incidentally, that was the extended version) the critical onslaught can begin. Two player escapades usually provide a laugh no matter how disgusting the gameplay, but all *Dynamic Duo* deserves is pitiful sorrow.

The Dwarf resembles a stumpy Santa Claus, dawdling around like a sedated limpet. The flying duck zooms straight into oncoming nasties (if you can call green hoops nasty) with it's firepower proving as much use as a rhododendron. The most atrocious aspect is revealed when a player dies. At first I thought the program had crashed; the screen intertwined with black and white lines flickering across, trying to represent some kind of thermal meltdown. Believe me, thermal pants hold more appeal. Who on earth had the idea that a dwarf and a duck would make a formidable team? Dynamic Duo indeed — it's a creeping mass

of tripe and tang-

12%

SAVAGE 22.99
Chistelle
SAVAGE 23.99
Disk

Women! Why do they get themselves captured and locked up by evil megalomaniacs?

Because

they've all
got huge
violent
boyfriends
who'd get
bored if
they
didn't,
that's why!
MILES 'ME,
SEXIST?'
GUTTERY

that's why
MILES 'ME,
SEXIST?'
GUTTERY
sheaths his
mighty
weapon and
searches for
distressed
maidens...

avage is a typically average hunky fantasywarrior type. Muscles in all the right places, but mostly between his ears! His woman's been captured by a particularly nasty man and is now held prisoner in his castle. Being the sentimental so-and-so old Sav inevitably is, he sets out to rescue her. It must be love! To make things doubly difficult Sav himself has been caught and locked up, so his first task is to escape from the castle dungeons. Easier said than done! The dank corridors are home to hundreds of nasty little creatures. Bats, little dragons, flying insects, all with one aim in their minuscule minds — to make our hero's pants resemble a sewage recycling plant! Occasionally more formidable enemies appear who, when defeated, drop better weapons to aid Sav in his escape. The nearer he gets to freedom the more fraught the situation becomes. And as well as avoiding or killing the nasties there are bottomless pits and pools of fire which must be negotiated.

Hurry Up Harrier

Once out of the castle Savage does what any self-respecting super hero would do. He demonstrates a super sense of self preservation and legs it. Maybe he's not not so dozy after all! This leads on to level two, where we're presented with a barbarians-eye view of the action as the man himself runs (at an astonishing speed) from the castle, dodging strange monoliths and shooting the odd baddie.

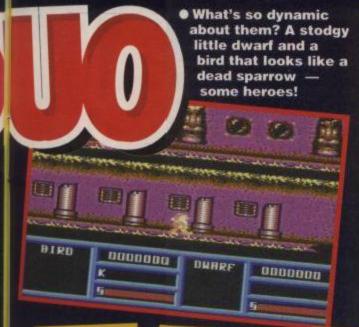
This bit owes more than a little to the age-old Space Harrier but without the sprite (or the playability).

Having finally reached safety, Sav realises his mistake. He's just escaped from the very castle in which his girly's being held! Fortunately he then discovers he has a remarkable aptitude for E.S.P. Not wanting to go through all that hassle again he takes control of the mind of a passing eagle and guides it back to the castle to rescue the fair maiden. What a wuss eh? So it's on to level three, where you guide the eagle through the traps and nasties before locating the girl.

All three gamestyles have been seen before. Level Two's basically a 2D Space Harrier, level Three plays like Airwolf, and the runny/shooty formula of level One's been done countless times! Difficulty-wise the game's pretty hard, making for more lastability in the long run but leading to frustration for the first few plays. Having said that, I found myself playing again and again to try and get just that little bit further Graphics are reasonable throughout, but the sound's excellent

• 'Nice to see you, to see you'... Who's the Bruce Forsyth impersonator? And why is he in the nude?







Well I never — this one looks like it was written on Sensible's popular programming utility! MILES 'GULLABLE' **GUTTERY** volunteers to review it, 'cos he's a complete SEUCKer!

Prism, £2.99 Cassette £3.99

- the intro track has to be heard to be believed!

For a measily three smackers you can't go far wrong with Savage. Basically you're getting three games in one — levels One and Three are good, and though level Two looks a wee bit primitive it still has that 'just one more go' appeal.

Three decent (though not outstanding) sections put together to make one very worthy title. At this priice Savage



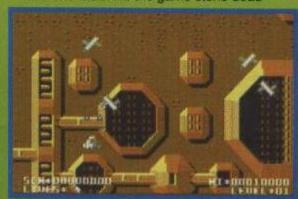
raditionly a game review starts with the plot. Being a lettuce for tradition this one's no exception, so here goes (deep

The world, it seems, has a bleak future. With it's energy sources rapidly running out, a number of starships are launched to seek a new home for the desperate population. As usual with these kind of voyages, a formidable alien power decides to be awkward and nick the ships for scrap! Unsurprisingly narked, the colonists decide to act - do they send a huge battle fleet, armed to the teeth and carrying thousands of troops eager to board the alien vessels? Tish! Why waste all that time and effort when one man and a pifflesome little fighter can do the same job? You've guessed it, that man's you and Hades Nebula's another vertically-scrolling shoot-em-up jobbie (sigh!)...

SEUCK to kill...

All the essential elements of the genre are here - extra weapons, collectable shields, hordes of badly drawn enemies, etc. This is all well and good, but what happened to the speed? The aliens effortlessly drift around the screen while your own weedy little craft's virtually static! Speed power-ups can be collected but they're lost when you die, and you die very quickly!

This one fault kills the game stone dead -



Yes, the sprites really are that bad. The backdrops aren't too pretty, either! it's almost impossible to get anywhere! It's a pity really, as it's got some good ideas. For instance when you collect a power-up it visibly attatches itself to your ship making it look very mean indeed, but what's the use of that when you've the life expectancy of a Spectrum mag?

Written (so Steve thinks) on Sensible's Shoot-'Em-Up Construction Kit and tweaked, it's certainly very professional. The background graphics in particular are really good, it's just a

game-destroying flaw.

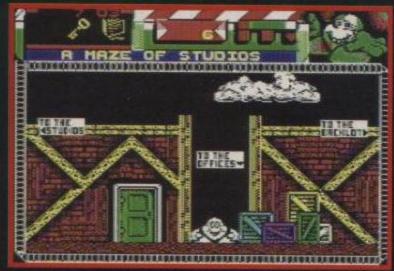


COMMODOR

CodeMasters, £12.99 Cassette

You can't keep a good blob down — this month Seymour puts an end to crime, makes a movie, gets a job as a stunt double, saves the environment, and makes another movie, all before breakfast! MILES 'JACK-OF-TRADES' GUTTERY's on the case...

ell pop my bubble if it's not five jolly cartoon romps rolled into one delicious home-baked pack! But is it nicely browned or a tad burnt around the edges? Let's take a bite!



leading role in a new megabucks movie. Trouble is the director's gone on holiday and left the movie scripts locked in his

safe. It's down to Seymour to get the cameras rolling himself, but he's going to need help. Some of the people he meets around the place muck in, but others are just a nuisance.

got his first big acting

break, and he's taking the

If you've ever played a Dizzy adventure (and if you haven't, where in toasted-cheese-sandwiches have you been?) then you'll have a pretty good idea how Seymour Goes To Hollywood plays - wobble round collecting objects and dropping them in the correct places. For some inexplicable reason the programmers have seen fit to incorporate a very strange maze element in the studios section - it's all-too-easy to get hopelessly lost unless you painstakingly map every single step! This can be incredibly

frustrating and sent me diving for the reset button a couple of times, so be warned and have a pen and paper handy

Graphics are drab and sometimes a little flickery, and the screen update's virtually paralytic However, it's still reasonably playable and a dozen times better than Seymour's other adventuring effort.

At the risk

repetitive, it's

Dizzy, that's

just not as

of being

good as

all. Sorry!

irst up we see Seymour dabbling in the world of Law Enforcement. In a seedy city of the future where crime is rife and the streets need cleaning up, Robotcop's a villans worst nightmare! After a terrible accident al looked to be lost for the lardy one, but (as the saying goes) 'We had the technology to rebuild him' Now the inimitable turnip's back, bacder, faster and tougher than before! With his new-found bionic powers he must run round each singlescreen maze, duffing or arresting the baddies. This is done (very satisfyingly) by grabbing them with his extendible bionic arm and hurling them against the walls. Get rid of them all and

you've busted that level's Mr Big, but be quick he's producing more henchmen all the time. There are lots of collectable power-ups to be had, such as a bionic arm extension, bullets, fireable handcuffs, smart bombs and the like, all of which enhance Seymour's crime-busting capabilities.

This is a real throwback to the old days of computer gaming. No sampled sound, no workof-art sprites with fifteen frames of animation per limb; just compact, uncluttered playability (Steve says it reminds him of an ancient arcade game called Berserk, but no-one else in the office is old enough to remember it). Simply moving a poor sprite

may sound seriously tiresome, but all I can say is play it and then judge. Jolly good japes!







lue nezasa



STUNTMAN SEYMOUR

aving previously been the star of his movies, Seymour finds himself pining for a little more action. After some serious workouts in the gym, he emerges looking sleeker, smoother and nothing like the lardball we have all come to know and tolerate.

Now he's ready to swap the trappings of stardom for the thrills and (mostly) spills of being chief stuntman on four major new pictures. His job is to make it across each film set in as few 'takes' as possible, by leaping across platforms and avoiding the bad guys, making the most exciting action sequences possible.

The 'stuntman' theme's just a thin veil for a another platform shooty, a shameless *CJ* clonel Change the main sprite and no-one would know the difference. Not that that's a problem though. Graphics are clear and attractive and the eight-way scrolling's very smooth. Most importantly the game's great fun to play and the difficulty curve's pitched just

right. This is one that'll keep you coming back for sure, and just beats Super Seymour as the best game in the pack.



SUPER SEYMOUR SAVES
THE DIANET





eymour turns green, and it's not 'cos he had too many pints of lager the night before either. He's actually become afflicted with that most depressing of ailments, environmental awareness!

The world's in a heck of a state. Everywhere you look there's canisters of nuclear waste, piles of discarded rubbish, not to mention the mutated nasties who have grown up amongst the filth (sounds like the COMMODORE FORCE office). This is clearly a job for Super Seymour — faster than a speeding cow, braver than an anorak, and



a dedicated cape wearer to boot!

Leaping from platform to platform on each screen, dispose of all the toxic waste and destroy the mutants by leaping on them, belly cutting them from underneath, or simply touching them and scarpering before they

explode — though tricky at first, you soon get to know which baddies need bashing in what way.

The game makes absolutely no bones about being a virtual carbon-copy of that old classic Bombjack but, as with Stuntman, why tamper with a winning formula? Seymour himself is back to his old podgy state but leaps about the screen with an ease unbecoming of such a porky persona! Each level has an attractive background giving an overall cosy feel and gameplay is both engaging and challenging.

Conclusion

Two great games and two good games make Superstar Seymour a well-worthwhile buy, despithe obligatory duffer. Okay, so everything here's been done before — sometimes better, sometimed, but who cares with this kind of value? Searcif out, you won't be disappointed.



WILD WEST SEYMOUR

his one's also released separately this month so we won't dwell on it here, and believe me there's not

much too dwell on anyway! Turn to page 42 for a full review.









Hello once again to everyone in Commodore land, especially those who need a little help. With Christmas just gone, there must be thousands of people who've received a new Commodore computer — any problems, just write to me here in my cellar and I'll give you some help! On with the letters...

TERMINATE THE PROGRA

I've just bought a new Commodore 64 and not having owned one before, I've a couple

1. Is there any way to 'break' a program without turning the computer on or off each time I want to load a new game? And is there any way of

thing with a cartridge such as the Terminator 2 Pack I got with the C64? I am a bit unsure if turning the computer on and off so often is good for it. 2. What does pressing the

> RESTORE or STOP AND RESTORE do to the cartridge?

3. My new portable TV has two 3.5mm sockets marked A and V, and the booklet

> use them with my computer. But in the manual it shows three jack plugs running from the monitor socket on

with my TV says I can

the 64. If I

doing the same

RE'S REALLY

Dear Sir.

I am writing to you in the hope that you can help me find translation listings to turn C64 assembly language to machine code. People in shops look at me as if I'm speaking Swahili and I usually get the reply 'you don't need that sort of things for playing games'. At this point I leave the shop before lecturing them on mnemonics. I'm on bended knees pleading for help, and I'll do anything (anything? — Brian) to get this info.

Roger Corker, Maidstone, Kent

Calm down a bit Roger and I'll give you th answer; don't try high street shops for serious 64 software, just write to Binary Zone PD at 34, Portland Rd, Droitwich, Worcs WR9 7QW. Ask them about the 6510+ Assembler, a program that turns assembly language into machine code and a lot more besides.

Brian

just the two leads, what would happen to the picture and where can I get the correct multi-pin

D Rhodes, Bradford, W Yorkshire.

 Congratulations on buying the best home computer on the market and the best magazine to go with it! The C64 is one of the easiest computers for beginners, and it's always nice to

help new owners, so here goes.

1. Turning your computer on and off is the BES way of getting ready to load a new game. Turn the machine off, leave it off for several seconds then turn it on again. This ensures the memory clear and gives you less trouble. With cartridge ONLY REMOVE OR INSERT THEM WHEN TH COMPUTER'S TURNED OFF! You could seriously damage the cartridge or the computer you don't follow this advice

2. RUN/STOP and RESTORE are special keys that most of the time are only used when programming or running BASIC programs. Unless the program's designed to return to a menu or title screen when these keys are pressed, don't press them while commercial software's running. Most of the time,

RUN/STOP's used to pause the action, wherea RESTORE's used less often because it interrup everything the computer's doing and and can cause the program to 'crash' (a computer term

stops working')

Monitor leads should work with the two outpi from the computer, so look in your local electronics shop (eg Tandy's or Maplin) for a fiv pin DIN plug to 3.5mm jack lead. It shouldn't co much, and your picture/sound quality will be slightly improved.



REMIUM BOND

Dear Professor.

I have a C64 and a Centronics printer. My power cartridge has a Centronics driver and works quite well with my own programs and listings etc. However I also have a GEOS disk and find this combination doesn't work at al. Can you suggest an interface that would work with GEOS and where this can be bought?I did think of buying an Action Replay cartridge, but I'd first like to be assured that it works with GEOS. I wrote to Datel but got no

Ernie Forshaw, Wigan, Lancs

Sorry about the tittle. I couldn't resist the little joke about your name, but I don't mean to offend because I have the solution; you don't even need an Action Replay cartridge! Load up GEOS and select select printer from the 'geos' menu at the top left of your screen. You see a long list of names. These are 'printer drivers', and tell the computer how your printer works. The only trouble is that they were originally written for interfaces or printers that pluggedd into the SERIAL Port. However, help is at thand in the form of 'GeoCable Printer drrivers'; I've sent you more details in the post (Efrnie enclosed an SAE with his letter; I can thelp you a lot quicker if you do likewise).

THE RETURN OF

Dear Mr Strain,

Congratulations on the new mag, it's very good. Thanks also for printing my letter, the company you suggested were very good and after receiving the new chip I've got one of the Plus 4s running again after two-and-a-half years. So thanks once again for your help.

I need to ask your advice again; could you tell me where I can get books on programming

Kevin Hutchinson, Kelvin, Sheffield

It's good to hear from someone who I've helped, and this wee gem will help many people. If you're looking for books, the best place to write to is DTBS, 18 Norwich Avenue, Rochdale, Lancashire OL11 5JZ. Enclose a large stamped addressed envelope and you'll receive their latest catalogue. Oh, and remember to say where you

got their address in COMMODORE FORCE's 'Mighty Brian' Column!

STOP! DON'T DO

Dear Brian.

I've owned a Commodore 64 for the past two years, and I've enjoyed programming it. At the moment I can only do simple things - I used to have a book showing how to scroll from right to left and how to disable the RUN STOP key and prevent you listing the program. Alas, I lost it - can you help me with this little problem?

Also, could any of your readers help me the a book? It had a blue cover and an old-style Commodore 64 on it.

S Reeves, Walsall, West Midlands

Firstly the pokes:

POKE 808,239 — disable run/stop POKE 808,237 — enable run/stop

POKE 775.1 — disable list POKE 775.167 — enable list

Here's a short listing to scroll the message in the string 'M\$' from right to left.

10 M\$="READ COMMODORE FORCE EVERY MONTH

20 M\$=M\$+ " FOR THE LATEST NEWS. PREVIEWS'

30 M\$=M\$+ " REVIEWS AND THE MIGHTY BRIAN!

40 S=1

50 PRINT CHR\$(19); MID\$(M\$,S,40)

60 FOR X=1 TO 50: NEXT X

70 S=S+1: IFS{GT}LEN(M\$) THEN END 80 GOTO 50

If you want to change the message, it can be up to 225 characters long; just keep adding the line M\$=M\$+"(message)".

As for the book, I have a hunch it could be How to program the Commodore 64 by Robert Young, published by Interface Publications.

Then again, there have been hundreds of Commodore books and most of them featured the computer on the cover...

o the tune o And now the end is near, And so I face the final curtain,

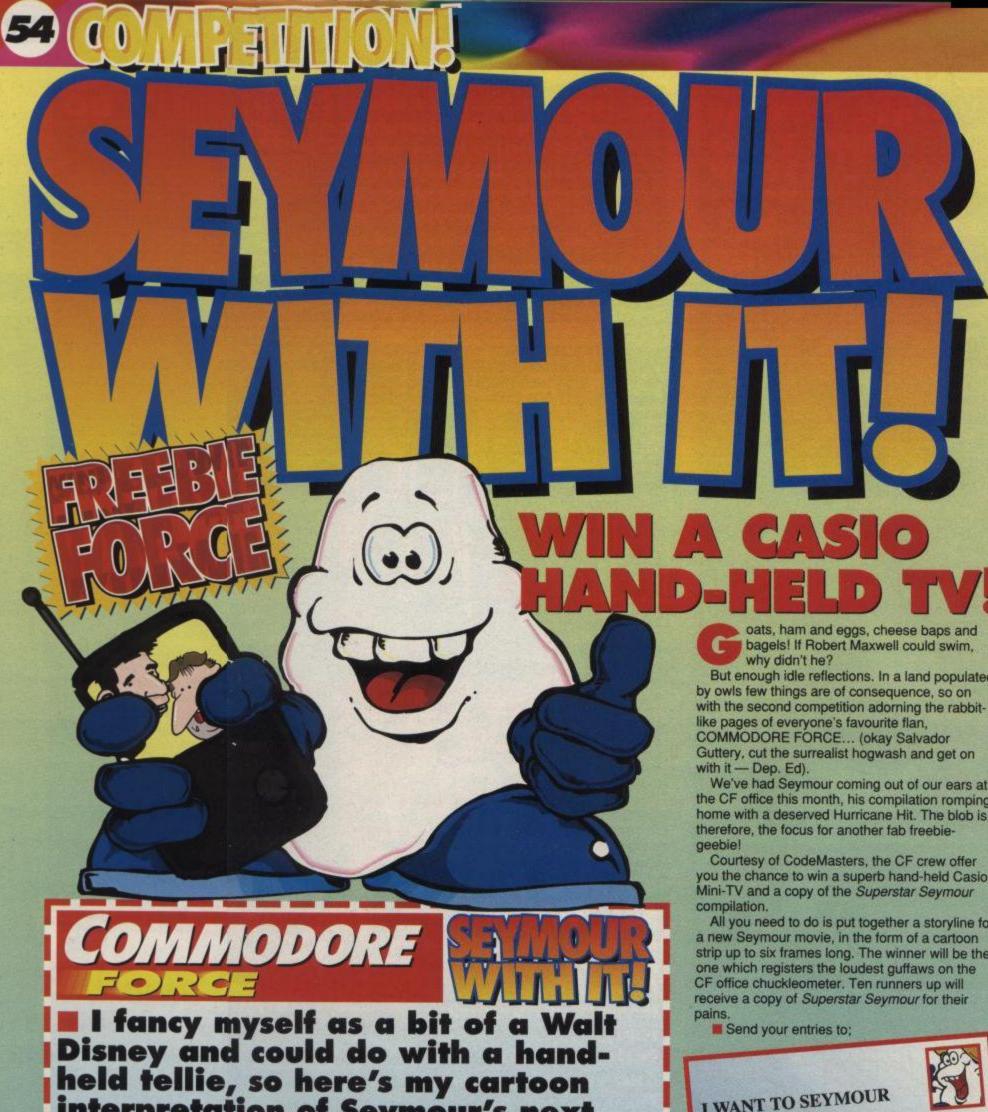
If you want a quick reply, Enclose an SAE, And you'll know why They call me the **Mighty Brian** I solve 'em fast, And I'm not lying! And more, much more than this,

Don't give up without trying!



Professor Brian Strain COMMODORE FORCE **Europress Impact** Ludlow Shropshire SY81JW

> Note that I only deal with technical problems, Valentine's cards and fan mail.



interpretation of Seymour's next movie... camera, lights, ACTION!

MY POSTCODE.....

EST GIT IN NEIGHBOURS



Commodore Force

Temeside, Ludlow, Shropshire SY8 1JW

Entries that arrive after February 14th will be treated as seriously as Chris Hayward's self-penned Valentine's day cards.

I was crawling around under the MD's desk this afternoon (sweeping up — he makes me do all the dirty jobs), and guess what I found? The Lloyd Mangram Long Word Dictionary, or LMLWD for short! The cheeky blighter pinched it when I left, and used it to prop up the wonky leg on his chair. I was mortified, not to mention insulted! Needless to say I swiped it back when he wasn't looking, but I think he found out as I stealthily crept from the office, I heard an almighty crash followed by a blood-curdling screech (onomatopoeia - LMLWD) - our beloved leader had fallen off his chair (which was wobbling once more), and landed on his head.

S,WT

Dear Lloyd

It's been a long time, hasn't it? Abandor us for that infernal Miss W — what a shame Bash hadn't disposed of her earlier. It's great to have you back Lloy

I'm not going to bore anyone to deat but I had to write now your back. Please show the readers who've never heard of the wonderful responses that made you famous (Can I have my fiver now?)

And now the inevitable questions

 Now we've got a settled team how about some challenges (anyone for Microprose Soccer?), features and interviews'

Where were you when we did the Beyond Belief feature in issue One? Rest assured the reader challenge is coming too.

2) Any chance of dropping Zzone and ha a more Commodore Centered section? The reviewers can still slag each other off.

We've already done that too - wake u

3) Why doesn't Robin want to come

'Cos he's a boring old fart!

Please, not so much colour — well, not the non-review pages.

Can't help you her I'm afraid. You can't stop progress, and going full colour seemed to go do really well with most reader.

> us about yo travels. A feature ea month perhaps? Well actually, I w thinking of (S Don't start him that one, he's be

5) Lloyd -

boring the underv off us with his holl snaps for the last three months - Ed).

6) Finally, please have more than of reviewer commenting on the full price games We need a mixed opinion as well as the review

Fair comment, but we don't like to differentiate (LMLWD — it's great to have back!) between full priced and budget software in our reviews. Rest assured we offering two comments on the best softwa each month, no matter what it costs. Thanks Lloyd

Long live COMMODORE FORCE

Scott Richardson, Berwick Upon Tweed

PS Where can I get a copy of Defender of th Crown as mine's gone haywire? How much would it cost?

Again, we can't really help you there. A Formats Computer Fairs are good for old games, other than that it's back to the car boot sales and market stalls.

DRAKKEN HIS

Dear Sir,

You're my last hope: - I've been after Drakken by Infogrammes for an eternity. If you know where I can get a copy, please let me

Never mind, Jonathan — at

least you missed all your vital parts!

Yours hopefully

Kieran O'Conncor, Blarney, Ireland.

Sorry, mate — Irnfogrames never released Drakken con the C64! Check out Heroquest insteads, or search your local car boot sales for Bloodwych.

Dear Lloyd

May I say how nice it is to have you back in the C64 world (grovel, grovel)

Please could you tell the readers a new software label's arrived called ACE Software (mail order only). Games cost only £1.75 cassette and £2.50 disk. Send an SAE to Matt Johnson, ACE Software, 168 Long Ledd Lane. Long Lee, Keighley, W Yorkshire, BD21 4TU for a catalogue. Please state if you own a disk drive as the first five replies get a free game.

Great stuff Matt - it's always nice to see new labels for the C64! Is ACE Software a PD library or do you sell commercial games? Send me a catalogue and I'll see if I can get anything reviewed in COMMODORE FORCE!

I'm an avid C64 role-playing addict. Will US Gold ever complete one of their AD&D series on this format? I've been trying to get Secret of the Silver Blade for over 18 months. I've phoned US Gold who said, 'Don't worry, it'll be available in a compilation.' That was twelve months ago, and to my knowledge it has yet to appear

I originally bought Pool of Radiance. Champions of Krynn and Savage Frontier on the understanding that I would be able to to purchase and complete the series on the C64. To my knowledge none of them have been concluded.

I feel that myself and hundreds (maybe thousands) of others have been conned by US Gold. I hope that you can find out what the situation is. I get the impression they've lost interest, which suggests they're dropping RPG games on the C64. I hope I'm wrong! A Wood, Doncaster, South

Yorkshire.

According to the person I spoke to. Savage Frontier was never released on the C64, Secret Of The Silver Blade never will be, and the only other available is Death Knights Of Krynn. Sorry! Role-playing buffs with a disk drive should check out the masterful Elvira II from Flair, but there's very little on tape at the moment.

MISTAKEN IDENTITY?

Dear Commodore Force

Do you realise what you've done? You've given the greatest 64 mag in the world the same inititals as that heap of cats vomit they dare to call a magazine — you know the one I'm talking about. How could you do it?

Right, now that I've got that off my chest, here's

a few questions for you:

1) What is the best icon-driven game for the 64? Dunno, but Shards of Inovar on this month's

REEL ACTION's pretty good.
2) I notice that Software City had Parasol Stars in their list and I guessed you'd review it shortly. Alas, there's been no review and it's not in Software City's list anymore — what is going on?

The game's been delayed indefinately 'cos the guy who was programming the C64 version had his computer nicked, along with all the code. Adverts are placed long before a magazine hits the shelves, so Software City probably assumed (not unreasonably) that by the time you read the ad the game would be out. The rest, as they say, is history.

3) Infocom are long gone, so where can I get a copy of The Hitch Hikers guide? Perhaps you could put it on the covertape

Look around. Infocom games are as rare as ZX81 owners, so you'll have to look hard! Finally, we can't put it on the covertape because (if my memory serves me right) it was disk only.

PS Welcome back Lloyd!

Cheers!

REVISITED

I've been wondering about the letter titled 'Reset Revisited'. It says you can reset the computer with a joystick that has two cords. By any chance, can you reset the computer any other way? Anyway ere comes the old numbered questions... (and there go the old numbered questions! if you want to ask something, at least make it interesting. There's nothing worse than reading page after page of 'when's Sonic/Mario/Supermarket Trolley with a Bust Wheel Racer coming out on the C64' and damned-fool questions about resets we've answered in the last five issues anyway)

Well, that's about raps it up for this letter, although there's one more thing..... (snip - LM)

Matthew Hayne, Victoria, Australia

Can I go home now?

IT'S A FUNNY OLD

Dum di di dum dumn darr...

'Hello and welcome, Forcers! Welcome to The Match. Today we see league champions COMMODORE FORCE play nearest rivals COMMODORE FORMAT! Now over to our match commentator.

dum di di dum dum darr!

Thank you. The teams are ready to kick off, and... here we go, FORCE are attacking with full

POKE FOR YOUR

Dear Commodore Force

Please could you help a very inexperienced computer user. I bought a C64 for my five-year daughter, and I'm now completely addicted to i

You keep printing poke cheats for lives, wear etc, well to be honest, I don't know how to use them. Please explain how and when to input th

Also my daughter wants to know if Sonic The Hedgehog will ever be available on C64.

Please help!

Yours frustrated desperately

M Walsh, Cannock, Staffs

PS I subscribe to your mag!

colour and slam the ball away for a goal with brill artwork! Right after the kick-off they regain posession, they're on the attack again, and goooal. Phil hits the post, but they've scored with a second opinion! And FORMAT score... an own goal due to rubbish reviews! The FORCE score again - this time it's 'cos of two tapes! Oh, there goes the final whistle and the FORCE win by fou goals to nil. Now down to the dressing room for a interview with the Force.

1) Are there any prizes for Letter of the Month and Wet Kipper of the Month?

Well y'know Jimmy, the lad done well. If yo make COMMODORE FORCE Man Of The Match (that's Letter Of The Month to nonfootie fans) you win a brillo binder - check out a future FORCEFIELD PLAZA for details on how to buy one.

2) Please ask Brian to do a machine code editorial.



Dear Commodore Force, Having read issue One of your illustrious mag, I thought I'd drop a line with a few thoughts on the of C64!

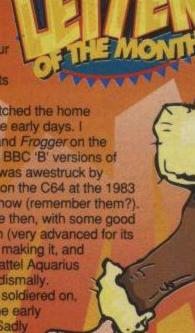
I'm old enough to have watched the home computer boom grow from the early days. I marvelled at Skramble (sic) and Frogger on the ZX81, blew my mind with the BBC 'B' versions of Planetoid and Snapper, and was awestruck by Attack of the Mutant Camels on the C64 at the 1983 Your Computer' magazine show (remember them?).

Things have changed since then, with some good computers like the Memotech (very advanced for its time) and the Sord M5 never making it, and some right lemons like the Mattel Aquarius and the MSX range flopping dismally

Throughout it all the C64's soldiered on. and it's probably the last of the early 8 bit computers still around. Sadly though, it appears to be suffering now. This seems to be more due to the fact that software houses have given up writing for the old girl rather

than anything else, but alas, those wretched consoles have a lot to answer for.

People seem to have forgotten what it was that killed off the original big league consoles, the Atari VCS and the Mattel Intellevision. It was the way both Mattel and Atari had a virtual monopoly on writing the cartridges for them and charged extortionate prices — even in 1980, £30 for Space Invaders was a lot of money! Home computers allowed ANYONE to write and publish a game, and at a decent price too. A good game for the



First of all, to input pokes you need a reset cart. They don't make ordinary ones any more, but Datel's Action Replay Mk VI does this and much, much more - they're not cheap at £35, but they're worth it. As to your other question, mentioning that irritating, flea-riddled blue monstrosity is more than your letter's worth, but as you're new to computing I'll refrain from chucking it in the cylindrical filing cabinet. If there's anyone out there who doesn't know the score regarding Sonic, read my outro. Any further correspondence on this subject will be seriously laughed at by everyone here at Commodore Force.

Don't you mean 'tutorial'? Anyway, what do the fans think? Would you like a training session with Brian 'you're 100%' Strain?

3) I'd like to challenge someone at Subsonic

And I'd like a pay rise thank you!
4) Is Chips Challenge still available? If so, where from? How much? and how did you rate it?

Alas, Chips Challenge has been substituted — it couldn't be for putting in a poor performance as we all thought it was great, so hopefully US Gold will transfer it to Budget Label United pretty soon. Long live the Force

R Ford, Midhurst, West Sussex.

All this footballing fun and not a singly dodgy remark about balls - the ghost of Whiplash has finally been laid to rest!

C64 would cost about £6.99 in 1983, whereas Atari and Intellivision still wanted around £30 for one of their inferior cartridges.

Now we find consoles ruling the roost again. We see extortionate prices (£49 for a game!) for cartridges which are strictly controlled by console manufacturers. Note how games like WWF and Bart Simpson are NOT available on cartridge for any system other than Nintendo, because Nintendo hold the licence to them. Notice how few (if any) independent software houses are able to produce console games, leading to the monopoly situation again.

Isn't it a big con that most consoles can be bought for under £100, making

it very attractive to Mummy and Daddy compared with those nasty expensive computers, but then they have to pay up to £50 for a game when they could have bought a C64 and paid much less (£2.99 to £12). Buying a C64 makes financial sense from day one. Sooner or later people will discover the delights of a wider range and cheaper software on computers and see the consoles in their true light, just

like they did in 1983. Until then we can only blame the software houses for shooting themselves in the foott, using the slightest excuse to put up the price of 116-bit software so it's almost the same price as carttridges. Only 8-bit games are significantly cheaper

I hope consoles get: the fate they deserve, ie selling for a fiver at cair boot sales, and people realise what a manipullated and strictly controlled

funniest letter we've ever had! con they are. I hope I don't have to show many more people my C64 and get comments like Wow, I didn't know games were so good on

these' to prove their interiority.

With regards to the C64, is it really a dying breed? Are software houses really giving up on it? There's certainly been a marked decline in the number of games released, but will this continue? I don't know what the future holds, but it'd be a shame to see the C64 die in favour of consoles.

Yours Mr Clark Denham, Watford, Herts

The MSX? No good? I can't agree, I thought they were okay but badly marketed. I couldn't agree with you more about consoles being restrictive, monopolistic and too bloomin' expensive, though! Nintendo, for example, have vetoed cartridge releases of WWF on any system other than their own, and it's even been suggested that they've tried to stop publishing companies releasing magazines for Nintendo users!

As for your final point about the C64 market dying in favour of consoles, rest assured it won't happen. Console owners may have a huge range of carts to choose from, but most of them are bog-standard shooters or platformers - all the imagination and innovation comes from the home computer scene. Console-mania is a passing fad that'll soon be as obsolete as the Hula Hoop or flared trousers, and the Beyond Belief feature in ish 1 should allay all our fears about the death of the Commodore market.

I purchased your mag for my

grandson, and I must say that I've never been so appalled at the quality of the covertapes.

They were supposed to contain games etc but all we heard was a dreadful noise

I am returning one of the tape: to you for your comments. Hopefully you can give me some explanation, and eithe replace the tapes or refund the money

Yours faithfully Mrs Imlah, Tamworth, Staffs.

No, you can't be serious! This can't be a genuinely agrieved reader, it must be Steve playing his April Fool joke three months early - I mean, no one could be thick enough to put a computer cassette into an audio unit... could they?

Are you sure this isn't down to you, Shields? - LM

For the benefit of Mrs Imlah (and anyone else who hasn't two marbles to rub together) our covertapes are for Commodore 64's, and the 'dreadful noise' you heard is actually a computer program! What sort of games did you expect? Ring-a-ring-a-roses? Simon Says?

Anyway, congratulations on winning this month's pilchard — without a doubt, yours is the

DISK-USTED

To Commodore Force, Well, after several letters (none of which you answered or printed) I thought I'd give it one las go to see if you guys really do print reader's lette instead of making them up!

A while back I sent you a disk containing a game for your covertape, 104 pokes for all the latest games (for which I thought should've won the cart, but you didn't use them) and some dem from European groups. Why didn't you use then

You didn't like the game? Too many pokes for yo Please answer these questions or I'll stop

getting your mag R Marshall, Great Yarmouth, Norfolk

Erm... er... ahem! Sorry about that! The problem is no one in the office knows anythi about it, so we can only assume your disk w lost in the post. Feel free to submit it again (hope you kept a back-up copy), but as for the original, there's nothing we



C-FORCE No.3 MARCH 199

Dear Commodore Force Please, I beg you! Please, please could you release Street Fighter II on cartridge for the Commodore 64?

Please, please because I think it will be better on cartridge. So, please, please don't say no! Please,

I am willing to pay £20 for it.

So please write back to me. What do you say about the cartridge?

Mustafa Mohammed, Peterborough.

Mustafa, would you please, please realise that we're a magazine, not a software company! Please, please don't ask for what we can't possibly give; if we could we'd be only too please please-d! It would please, please us no end if US Gold gave Streetfighter II a cartridge release, but there's nothing we can do sorry, sorry!

QUICK OFF THE

I've wrote a chart outlining my views on various parts of the mag...

REEL ACTION

Reel brilliant! I love Gemini Wing (especially the Malteser-throwing baddie). The Lemmings demo was okay, but I've played the Amiga game and I'm wondering whether the C64 version lets you to nuke the poor beasts. Rating so far.

LETTERS

Same as usual, no problems

99%

ROUND-UPS

Well worth the space. I find them useful when looking for a game of a certain genre.

POSTERS 99%

These are a waste of space.

PD, BRIAN & ADVENTURES

I don't like any of these, but I know many people do so I won't complain. 45%

■ WHATEVER NEXT & REVIEWS

One of the main reasons I buy the mag. 100% Finally, here's a tip on buying budget games read the blurb on the back, but unless it's got COMMODORE FORCE after it, use the following translations of industry jargon.

- I couldn't put it down I didn't pick it up.
- Buy or dieMy job's on the line Very easy to get intoYou'll complete it
- on your first go Fast and franticImpossible beyond belief

Just remember budgeteers, you've been warned

Kevin Sheath, Hampshire.

Praise indeed... as we can't get any better we might as well rest on our laurels, get lazy and self indulgent, and let the magazine go downhill! Only joking — COMMODORE FORCE is the best magazine of its kind, and rest assured we'll keep it that way!

A word about magazine quotes — it's best to take them with a pinch of salt, even when they're from COMMODORE FORCE. For example, we might say 'Despite its outstanding graphics, this is the worst game I've seen this year. Playability is zero, and you won't load it twice'. An enterprising software company might then print 'outstanding graphics — COMMODORE FORCE

The only way to be sure about a game is to keep reading the mag and take heed of the reviews.

LM



Dear Commodore Force,

As you're the suppliers, I feel I must complain an warn other readers about your datasettes. The other week I was trying to play my favourite mus tape in my computer cassette player, and not on did it not work but it also chewed it up! Because was old I won't send you a bill, but what's the poin having a cassette player that won't play music **Paul Bailsgrab**

You're lucky you didn't make kipper of the month with this one — the point in having the cassette player is to load games into your Commodore 64! That's all it does, and all it was ever intended to do. You're right when you say it won't play music tapes — the C64 designed to work with only one sort of tape drive (the datacorder), and because of this, it can't be connected to an amplifier. Besides w only distribute the datasette, we certainly didn't design it - so ya, boo, sucks to you!

WAGGLEMANIA

Dear Lloyd

I am just about sick of Wrestlemania. Il know it's got brilliant graphics and stuff, but I haite joystick waggling. I've broken three joysticks so far! Now some questions:

1) Why the hell don't they bring out Super Mario on the C64?

Aaargh — gibber gibber!

2) Does anyone know of any tips and cheats tor Bart Simpson, Dizzy Down The Rapids, and Treasure Island Dizzy?

The Tipster probably does
— why don't you ask him?
Lucy 'Brain Dead' Farrow.

PS Lemmings... Cool!

Another brain dead Lucy — that's all we need! Seriously though, I agree about joystick waggling in general and Wrestlemania in particular. It's such a boring and dated system you'd think someone, somewhere would've come up with something thetter by now, but no - CodeMasters put us through it all over again with Wresitling Superstars. Plus ça change!

WHAT'S HE ON!?

Commodore Force.

I Wayne is trying to make Streetfighte III please could you help me to make please here are my questions

- (Phew what a sentence!)

 1 Please could you help make a score board that works.
 - 2 Please could you help mal lined boarder for loading without action replay cartridge.
 - 3 Please could you help me by typing out joystick movements.

Please could you send a fact sheet on it all.
Thanks from Wayne Batt.

Thanks for what? We haven't given you anything yet! Judging by your letter, you haven't got a clue how to program - start at the beginning, and don't expect to write complex beat-'em-ups after a few hours!

Oh, and while you're learning machine code, try learning the Queen's English too - your letter's appalling!

C-FORCE No.3 MARCH 1993



■ Is the paper for your magazine recycled? Albert Shadwell, Somewhere-or-

■ With all these compliments I should get 'Letter of the Month'

With letters like yours to read I should get

■ Can you tell me when is Robocop 3 coming out on the C64? What mark did Streetfighter 2

Robocop 3's been out for almost a year, and Streetfighter 2 isn't even finished, let alone reviewed. Come back down to Earth!

Neil Anderson, Co. Dublin

Thank you and Goodnight!

Pearls wisdom didn't quite make the letters

other.

Yes.

page.

I'm surprised you didn't know that

Save The Queen. Seriously, if

the next.

The Unknown

(why on earth don't

If your brother's writing

name wrong! Sorry Clom, er,

was as bad as yours, I'm not surprised we got his

people sign their

properly

Pillock

names?).

I mean COLM.

anticipating the death of the Commodore,

found they'd cocked it up righteously!

they stopped producing Datasettes and then

Demand for C64's is still going strong, and

anyone who still hasn't got a datasette should check out the Forcefield Plaza.

reason they released the T2 package

you save the required number of

Lemmings you've

Please print Colm's

Double Dragon 3 hint

completed the level - you then go on to

2) Why don't they make Sonic the Hedgehog for Commodore? No

comment - no comment at all!

already!

Neil Walsh, Preston, Lancs.

pay rise!

(Sorry, couldn't read your handwriting).

■ How long is Steve Shields's toenail?

You're a miserable bunch of so-and-so's, aren't you? This year I got the sum total of ONE Christmas card (thank you, Stephen Horn). It's my birthday in March, and if I don't get a better response I'm off again! Now I've got that off my chest, let's get down to some serious moaning. I'm sick to death of reading 'when will Sonic The Hedgehog or Mario be released on the C64. THEY WON'T — EVER! Sega and Nintendo have seen to that! Creating strong, cartoony characters, hyping them for all they're worth and not licensing conversions is basically a marketing ploy to get you to by one of their machines! I wouldn't bother if I were you — when you get bored of the admittedly-excellent graphics, the games themselves are no better than their C64 equivilents, just more expensive (see letters this ish). Do yourself a favour — treat yourself to a copy of Creatures or Flimbo's Quest instead.



Dear Lloyd

I'm a loyal C64 owner and I'm writing in anger because of the so-called console take-over. For a start, the major software companies are almost ignoring computers, concentrating on producing cartridges for Nintendos and Segas. For the life of me I can't understand how the've become so popular. OK, the Sega Megadrive and Super Nintendo are reasonably priced at £130, but the games are nearly all between £35 and £50. I couldn't believe it when I read Street Fighter 2 (Super NES) is £65. How can Nintendo justify

I'm also annoyed that Commodore seem to be phasing out the C64 by dropping the tape deck. I feel the C64 pack won't sell well this Christmas, unlike the pack I got in 1990. The fact that not as many new games are being released doesn't help. The majority of today's games are budgets. Don't get me wrong, there's some great budget games, but there haven't been enough big releases lately — theire's only Nobby the Arrdvark, Robocop 3, Creatures 2 and a handful

Hopefully we'll soom see a flood of new C64 releases. If not, then II fear by mid 1993 the C64 market could disappear

Jim Johnston, Dwnbartonshire, Scotland

I agree the Datassetteless (LMLWD) package was a daft idea, but it doesn't mean Commodore are phasing out the C64. The

60





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Right out of nowhere, Kixx's ageing also-ran Street Fighter hits the top of the charts. It's not a particularly good game (to say the least!), so we can only assume it's benefitted from the hype

38 SHADOW OF THE

Whether that's any good or not remains to be seen — stay tuned for a full review next ish!



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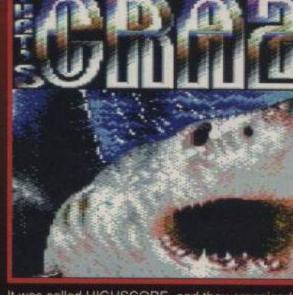
I'm in a good mood today — The Netherlands just beat Turkey 3-1 in the pre-World Cap triendlies! England don't stand a chance this year, as the superior Duich team will run wild on 'em — HA HA!

nough of this football banter, let's look at some PD. Since you've only been in on the scene for a few issues and the scene's been around for decades (well, at least one), it's hard to give an idea of what's difficult and original and what's easy and cliche. It's tough enough giving the 'feel' of a demo when we can only show a few static screenshots! My plan for the coming months is to review some Golden Oldies, and get some ace demos for the covertape — only then can you can hear the fab music and see the complex routines in action. Don't miss the next few issues... but you wouldn't do that anyway, would you?

THAT'S DESIGN

Crazy

Some time ago there was a regular TV show on German television dedicated to computers and their peripherals, software, demo scenes, etc.



It was called HIGHSCORE, and they organised a demo competition for the C64, Amiga and Atari computers. The prizes weren't up to much (two games and a joystick), but the winners from each of the three categories battled it out for the biggie... the PC on which Leisure Suit Larry 2 was programmed (the Larry games are THE most popular RPG's on the PC, featuring a clumsy adult going through a mid-life crisis, and



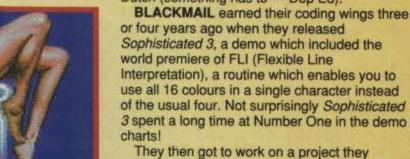


his is a demo that makes you want to



DUTCH BREEZE National Anthem and

National Anthem and generally be proud to be Dutch (something has to — Dep Ed).



They then got to work on a project they claimed would put *Sophisticated 3* in the shade. Everyone said it was impossible.... until they saw *Dutch Breeze*, without a doubt the best demo released for ages! It doesn't contain the



revolutionary coding of Blackmail's previous demos, but the aesthetics are far superior — the music was composed by big name musicians such as REYN OUWEHAND and JEREON TEL, and the graphics were drawn by the best design

FUELG DOMAN

desperately seeking a woman). Anyway, That's Design won the C64 category and eventually the PC as well, beating RED SECTOR's mindblasting Amiga demo Cebit '90 and a rather obscure Atari raster demo.

It was rumoured at the time that a CRAZY member also worked for the TV station, and the whole thing was fixed - no one's sure who started the rumour, but there's no getting away from the fact that CRAZY produced an excellent offering that deserved to win on it's merits.

That's Design's very well put together, with excellent graphics, music and coding. The first part features the official HIGHSCORE logo and a

scroller. The unusual thing about this part is that every different scroll-text writer has his own music, so, when GOTCHA's typing you'll hear a funky tune, and TYCOON has slow music... a novel idea, but somehow it doesn't really work in a demo. Maybe they should try in a soap? Every character with it's own background tune... some Brazilian soaps already do, apparently!

The second section features a very big CRAZY logo, each letter taking a

full screen and containing a picture. No bodacious graphics though, they're saved for the next part, which features some awesome FLI graphics swinging across your screen. You get Michael Jackson's face, a logo and a female image, all beautifully drawn. The

last (and most important) part is styledlike a movie, starting and finishing with the credits. Although it's very short (Herbertzan, Tarzai's failed son, tries to emulae his father's actions and ends up slamming into a tree), it's interesting enough and the movie illusion is maintained throughout. That's Design's an okay demo whichcertainly lives up to it's name - good design is evident throughout.



team the scene's ever seen - DIARTI

Part one honours the great artists on the machine, showing over 20 title-screens of well known games such as Hawkeye, Hammerfist and more. Later sections

feature FLI-pictures showing the work of some of the best fantasy-artistsin the world, and there's some interactive (albei naughty) stuff as well!

The best thing in Duch Breeze is undoubtedly the wonderful animatel sequence showing a dragon flying over a Ditch landscape (you mean that volcanic wastelan's HOLLAND? Remind me not to go there for my lolls - Dep Ed). Words cannot describe the slik presentation found in all nine parts

RAINSTORM

MegaStyle Inc

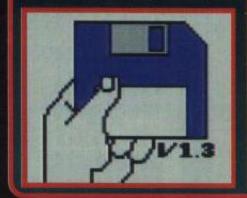


his demo takes us back a few years (1988 to be exact), but it can still go fifteen rounds with the demos of today.

When Norwegian group MEGASTYLE INC release a demo it's usually a classic, perhaps because they take their time instead of rushing them out as fast as possible. They time their releases well too, always releasing a follow-up just as their previous outing starts to slide down the charts. But what would you expect from a group with the brilliant SPARKLER on graphics and the equally excellent SCROLL programming? As they're brothers they can think on each other's wave-length, resulting in some

radical stuff. The demo starts with the Amiga boot screen (the hand and the

workbench disk), and immediately loads the intro where the MSI and Brainstorm logos swing across the





screen. The second part's the best on the demo; a static background with some nice mountains and trees becomes infested with small sprites, cartoon characters and other weird and zany stuff. Other sections feature dycps which, although old hat now, were extremely original and difficult at the time. MSI used two in this demo, but the current record's about 100. Dycps are considered 'lame' these days, as is trying to top other group's records nowadays interesting design and radical new effects are in vogue.

Apart from some blinking eyes and a mirrorscroller, only the ending's really special. You see a great test-screen which lasts about a minute before crashing into some HDTV snow.





A closer look at the demo shows it to be little more than a slide-show, but it's brilliantly executed and the graphics are exceptional. Dutch Breeze may have taken three years to complete, but it was certainly worth waiting for

- a must for your collect-

Hope you enjoyed these classic demos. Next month there'll be a full report of a real compute party, held in Denmark. You'll meet some of the C64 scene's leading players, get the lowdown on the demo contest and, of course, I'll be reviewing the winning entries — check out commodore Forch's Public Sector FROGRESPO the rest

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